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Summer 2013
Issue 5

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Not your typical playthings

Weapon of Change
A weapon that will grow with the character

BONUS ARTICLE

Thief Rings
New magic items from Lenard Lakofka*!*

Catching the Magic
Making things change in ways unknown

Quaven Renquist
Where do you look for sage advice?

The Use of Apprentices and Assistants
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Thief Swords
Magical aid for the seedier side of adventuring

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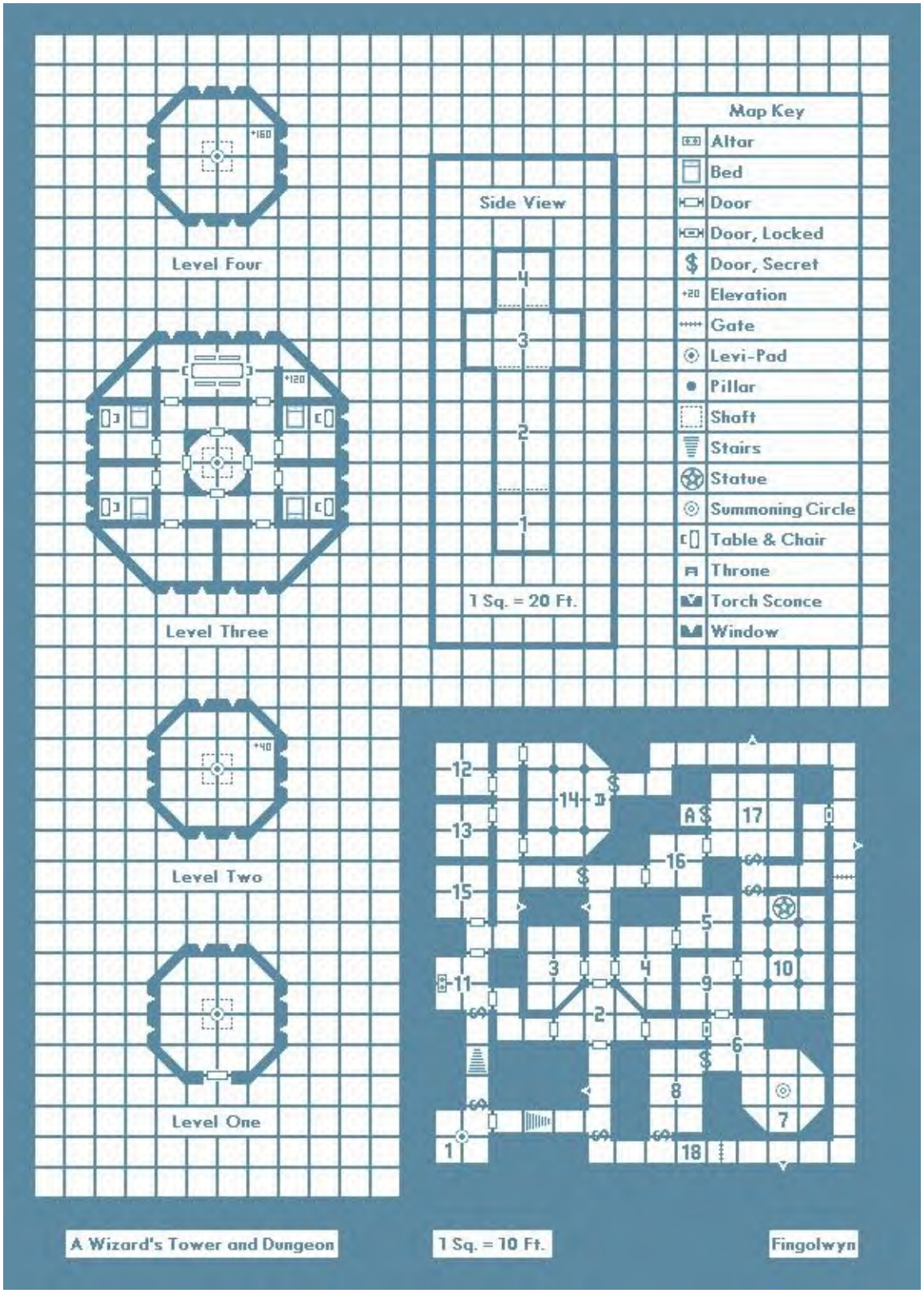
Map by M.W. Poort AKA Fingolwyn



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This month's cover artist is Geoff Zitzmann, whose work last graced an & cover for Issue 2, *Undead*, in August 2012.

Geoff is an information systems professional in Raleigh, NC who last played D&D eons ago, and has been an artist for many years.

In addition to the cover art, Geoff's line drawings have illustrated a number of articles during our first year of publication.

& Magazine is published four times a year by the *& Publishing Group*. It is available for download at http://www.and-mag.com/downloads.html.

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The theme of this quarter's magazine is

Magic and Magic Items

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Tread Softly

by Nicole Massey

Thoughts from the publisher

Welcome to the first issue of our second year. As the band the Grateful Dead said, "What a long strange trip it's been." We've put together four issues and our process has gotten streamlined. A lot of folks have also learned a lot in the intervening time, too.

This time we're doing an issue focused on magic items. We talk about how they're made, provide some different options for them, and provide a lot of stuff for y'all to use in your games.

First there's Bryan Fazekas' article entitled *Weapon of Change*, which deals with magic items imbued with power by clerics, items that grow in power with the user. So if you have players in your game who are now looking for ways to sell off **Swords +1** and other weaponry, this article may give you some interesting ideas.

As a companion, I wrote an article on what happens when something is used as a focus for spell casting all the time. Magic is pervasive, and it warps what it contacts with prolonged exposure, so why not have a bard's instrument or magic-user's staff show some of that change?

Rounding out the class based articles is mine about the druid's shillelagh, with the spells that make this a formidable weapon and protective device for the creatures that inhabit the druid's forest.

Andrew Hamilton, our Senior Editor, took some time to put some thoughts together on the OSR and what it means for us, and as he says, it means a lot of stuff for us to use. He also gives us an article on magic-user apprentices and assistants, which should give you some interesting ideas for things for your magic-users to do.

You'll also find our regular columns. The *Creature Feature* is a handy little guard critter from the mind of Lee Conner – the Chihuahuasphinx. Your party will have an interesting time trying to get past these diminutive and rather effective protectors of treasure. Our *Spellcaster's Paradise* columns deal with spells to create magic items, while the *Toybox* is many times its normal length this issue to make room for all the wonderful stuff we've found or created for you. You can also visit the home of *Korda Frostfire*, an up and coming wizard in the guild. And we've temporarily suspended our adventure seeds and one page dungeon columns to give you a longer adventure, *The Shrine of Hecate*, for characters of first through third level.

It's been an interesting year for those of us in the OSR community, too. We've gotten things we thought were impossible – reissues of the core three rulebooks and Unearthed Arcana (maybe this time the pages won't fall out like they did in my first edition copy), and cleaned up or rescanned classic material from the vaults at WotC, even OCR'ed so they're searchable. And the decree from WotC that those folks who bought these things before the big blackout they promulgated in anticipation of 4th edition should have free access to these things on the site where they originally purchased them has gone a long way in my mind towards resolving the offense from their prior actions. I'm hoping that this, along with the reissues of the 3.5 stuff, makes it possible that WotC has finally understood the truth – there are folks who will never upgrade to a later more current version, and ignoring them or making life harder on them isn't going to generate any

We welcome your creatures, spells, items, adventure seeds, and other submissions! Send them to:

submissions@and-mag.com.

We reserve the right to copy edit submissions for length, grammar, and content.

revenue or good will. I may, of course, be overly optimistic here, but one can hope …

For those of you interested in podcasts, there's a wonderful one out there, *Roll for Initiative*. They interviewed our own Editor in Chief, Bryan Fazekas, in their episode 110, and its great stuff.

As I said above, we've done a year now, and we've learned a lot. One of the key things we've learned is how to keep everyone working on the project in the loop and engaged with the project, but also within their level of time and availability to work on things. So I thought I'd explain how we're working.

First off, we're ahead of the next issue. We try to be about 1.5 to two issues ahead of what just came out, though chances are good we'll get further ahead than that. The reason is simple – deadlines too close to drop dead points cause stress, which leads to burnout. We're getting articles nine months to a year out from their publication date, and this allows us time to really spend time honing an issue so that it has far less typographical errors. It also allows our artists to have plenty of time to create things that fit the magazine, and it gives our cartographers more breathing room as well.

We use a collaborative space called Dropbox to hold and edit submissions. Each person has their own area to move the things they're working on, and this prevents two people editing the same thing at the same time, which would cause all kinds of problems. I also built spreadsheets that keep track of articles, so we can open it and take a look at how close the issue is to our minimum target of 48 pages. (Though of course we're working well above that these days) The speed of access for this cloud based space makes it easy to keep track of what we do and don't have, and to keep a handle on what is edited and what needs to be edited.

To keep everything on the up and up and to make sure expectations are clear on both sides of the writing/editing process we have our own contract that we send out to accepted article writers so they know what their rights are and what we will be using their submission for. We don't do this for single spells, magic items, or other small fry, but anything of any size we have it all tracked by the contracts we have in our files.

We run a few mailing lists – one for interested parties, one for general chat about what we're doing, an editing list, one for the artists so they can communicate and let folks know who wants to do what, and our newsletter list, which is an announcement list. We also have Dropbox space for the artists, so they can upload graphics to a shared space without worrying about file size limits.

That's the main part of our process, and we will gladly share it with anyone who wants to start their own magazine. We're not in competition with anyone, we're doing this for the community and the game. But we do want to do it right, and to make it as professional as we can, so that's why we expend the effort to go the extra steps that make the magazine as professional as possible.

Fanzine and Magazine Publishers and Collectors!

& is compiling an index of articles relating to our hobby published in professional, semi-professional, and fan created magazines, and we would love to have your assistance in this process.

Have you built an index of your favorite magazine, or are you considering it? Send us your indices of articles in a DragonDex oriented format and we will add them to our growing index for D&D articles and other related material.

The **&** staff is working on White Dwarf and Footprints – we welcome your help in building a resource for fellow gamers.

Make sure you include your name and email address so we can ensure you get credit for your work! See our Index page for more details and formatting guidelines.

Stay tuned for details of how we will publish our indices!

& Magazine on the Net

The staff of the *& Publishing Group* has been busy. Since our inaugural issue one year ago, we have published five issues (including this one) plus two adventures and two supplements (including the Issue 5 supplement *Mundane Magica*). In between our editing and writing duties, we frequent a number of forums and have done a show on the *Roll for Initiative* podcast with another planned!

In March the folks at **OSRGaming** –the people who run the *Roll for Initiative*, *Save or Die*, and *THAC0's Hammer* podcasts – graciously established a forum for us on their site!

http://osrgaming.org/forums/viewforum.php?f=110

Since forming the *& Publishing Group* we have been active in a number of venues on the net, including:

FirstEditonDND Yahoo Group

http://games.groups.yahoo.com/group/FirstEditonDND/

Dragonsfoot

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=56145

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=26003&p=1333624#p1333624

Pen & Paper Games

http://www.penandpapergames.com/forums/showthread.php/23274-New-old-school-D-amp-D-magazine-free?p=181105

RPG.NET

http://forum.rpg.net/showthread.php?638167-New-old-school-D-amp-D-mag-f

USENET

rec.games.frp.dnd alt.games.adndfe rec.games.frp.misc

We will continue to be active in all our old haunts! There's no need to join another forum to get & news, although we are very pleased to have our own forum!

Wandering Thoughts

by Andrew Hamilton

A guest editorial about the ramifications, if any, of the Old School Revival

I'm not the most philosophical of souls, but I've picked a few pastimes that give me lots of time to think (running and hanging on a decompression stop, in the unlikely event that you have to know). For some reason, that thinking time often leaves me pondering the OSR (Old School Renaissance). Nothing too deep, just the typical kind of stuff. "What is it?", "Am I part of it", "What does it all mean?", and "Do I care?".

The answers I came up with were all pretty underwhelming, and more often than not I'd often get distracted as something floated by or I nearly ran into something, and then never get back to my previous train of thought.

However, I had what passes for an epiphany when faced with the need to clean up a whole bunch of 1E related stuff and reduce the tripping hazard in my home office. As I bagged a module and slipped a backboard into the bag, I looked at my fairly large (and still growing) collection of 1E compatible stuff, and realized what the OSR means to me.

It means that when it comes to old-school D&D (whatever flavor you prefer) I'm spoiled for choice (and the community at large is spoiled for choice); and we're spoiled whether we want it for free, or are willing to pay for it. This is a good thing, as I've found great ideas, some incredible adventures, and hundreds of hours of enjoyment.

How much choice? I honestly don't know. All I know is that there is a lot out there, it seems to be growing daily, and I'm constantly stumbling across more. I'm at the point where I don't even go looking anymore. Here's my completely incomplete inventory. Not counting my 1E core rule book reprints, I have stuff from:

- *Pacesetter Games & Simulations*. I proudly supported their Kickstarter for the *Cataclysm at the Acaeum* boxed set.
- *Expeditious Retreat Press*. I've got some but not all of the *Advanced Adventures* line, and for some hard to define reason, I absolutely love *Curse of the Witch Head*.
- *Pied Piper Publishing*. I often read the back cover of *Cairn of the Skeleton King*, and longingly wonder what must happen for CAS 3, 4, 5 and so on to ever be published, and fear that I somehow missed the Kickstarter that brought them to the light of day!
- *Zero-One Games*. Their *Advanced Master Adventures* line, fun stuff.
- *Die-Cast Games*. (who also make mention of an "Acaeum", am I missing something?).
- *Chaotic Henchmen*. Where the hell is F2, and why did you release F3 out of sequence?
- *Johnny Rook Games*. In pdf only, but if I ever run into a big chunk of change I'll upgrade.
- *R C Pinnell*. I admit it, I'm a sucker for giants & giant slaying.
- *Fight On!* In pdf only, and one day I'll spring for the hard-copies, honestly.

… and this list doesn't include the free stuff out there. The many resources on *Dragonsfoot* leap to mind, as does *Encounter Magazine*. And of course OSRIC, which has a special place in my heart as it re-introduced me to 1E.

Better yet, there are some very talented individuals who create something and then share it with the rest of us, through various blogs, forums, downloads on various Dropbox type mechanisms, etc. Some of the coolest stuff I've seen lately is the collaborative dungeons and settings that are out there; sure they can be a little patchy, and some of the encounters clash, but that doesn't bother me in the least. Even the various podcasts are great, free entertainment

that often rattle an idea or three loose when I listen in, and I'm sort of caught up on 2 of the 3 I'm aware of, *Roll for Initiative* (RFI) and *THACOs Hammer*, planning to one day work through all of the *Save or Die* (SOD) episodes.

Quick side-track; the WOTC reprints of the 1E stuff probably mean something too, something about the size of the market. I'd say the announcement of the hardback reprints of the 1E rules and modules, and the re-release of PDFs is a pretty telling comment about that market. Someone else can run with that thought though.

Okay, I know I'm missing stuff, and I'm not intentionally omitting anyone or their products . I suspect someone could make a full-time career out of surfing and sifting through the net and finding and cataloguing all of the resources out there (especially if they dove into the forums and pulled out the massive amounts of ideas and content embedded in those creative communities).

Personally, I've confined myself to 1E and OSRIC stuff, believing that it was important to have a self-imposed rule to help keep me from throwing money at RPGs like I was a drunken sailor on shore leave (I throw that kind of money at diving instead …). Plus, like many of us, my time is limited, so some self-imposed restrictions are important. I admit that I broke my own rule for the *Rappun Athuk Kickstarter*. Mostly cause it was an awesome mega-dungeon. The frequency and astounding success of Kickstarters probably deserves a thought provoking column as well (by someone with more knowledge of Kickstarters).

By now you're probably wondering what my point is. I was kind of wondering too as I rambled aimlessly for a bit.

I used to worry a little bit as I watched the sprawl of the game (how many retro-clones and simulacrums are there now? Does anybody know?), the squabbles I've witnessed on various forums, the self-inflicted agony (by some) who try and define the OSR (and then squabble about it with others), and the various camps and cliques that may or may not be out there (sadly this behavior is not limited to any one past time). I worried that I came late to the party and I was going to get to watch it implode on itself. Cleaning up my stack of newly released stuff that I've just read or still need to read (with a podcast playing in the background) my opinion shifted. There are creative and dedicated people cranking out all kinds of content, and using all kinds of tools to distribute, collaborate on it, and look for ways to let it evolve.

The OSR (if there is an OSR, I'll let someone else air their opinion on that subject) is more than just healthy, it's thriving. And the people in the movement are having fun. And that's the point, isn't it?

We Welcome Your Letters!

Send your letters to:
letters@and-mag.com.

Some letters received will be published in our letters column each issue. We regret that we cannot print or answer all letters.

We reserve the right to copyedit any published letters for length or content. The letters address is for editorial correspondence only.

Sword of Eloquence

by Ian Slater

A **Sword of Eloquence** is a +2 magical weapon. In the hands of a thief the sword allows the wielder to temporarily be more convincing, in order to talk their way out of unfortunate circumstances. This translates into a temporary 5 point increase in charisma (to a maximum of 18). This increase lasts for 1 turn, plus 1 round for every point that the wielder's charisma would have been raised beyond 18. So for example, a wielder with a 16 charisma using the sword of eloquence would have their charisma raised to 18 for 1 turn + 3 rounds. This power may be used 3x per day.

Sword type (1d6): 1-3 short, 4-5 broad, 6 long.

GP value 5,000; XP value 1,000

Weapon of Change

by Bryan Fazekas

Magic weapons are not always what they seem to be

Wisl of Coomb drummed his fingers on the table, visibly irritated and obviously expecting faster results. Gislhere sighed quietly as he thumbed through yet another ancient volume. Illiterate nobles typically showed impatience while others searched for information they were intrinsically incapable of finding. But Gislhere tolerated and even ignored the drumming, as men like Wisl paid the fees that supported research and purchased yet more books and scrolls.

"You found the information I need?"

"Yes, my lord. Your battle axe is indeed an important weapon with a long history prior to your grandfather winning it in battle." The wise man looked down at the book and scanned a few more paragraphs.

"Yes? What did you find? What did you find!?"

"Patience, my lord. This description goes on for pages so it will take some time to determine the proper answer to your question."

"Well get on with it!"

Gislhere drew a pained deep breath and continued scanning the text.

* * *

Kneeling with head bowed, the soldier waited while the senior priest completed the first part of the ceremony. The incense burned his sinuses and eyes, but the soldier's patience and acceptance of suffering, lessons learned through hard experience, kept him in place.

The priest completed his chanting in the old tongue, and signaled for a boy attendant to come forward. Bearing the awkward weight of the battle axe on a velvet pillow, the boy struggled to walk steadily and not mar the ceremony by dropping it.

"Rise, Irminric, soldier of Donblas!" The soldier surged smoothly to his feet, no hint of cramping caused by thirty minutes of kneeling visible on his face or in his actions.

Lifting the axe from the pillow the priest presented it to Irminric. Head bowed the soldier accepted the weapon, its weight nothing in his strong hands. "Do you swear to use this weapon for justice, to use it bravely and with good intent in your duties as a protector of the People?"

"I do swear!" The young man's face flushed with a rush of emotion kept barely in check.

"This one will do well, better than even in the recent past", thought the priest. "Go forth and perform your duties!"

* * *

In an anteroom Irminric questioned the priest, "Oswald, you said that Donblas blessed this axe. What does that mean?"

"This axe is imbued with powerful magics, different from what wizards place on weapons, but powerful none the less. Unlike wizard-built weapons, this one does not bear a single level of power. Instead its power varies with the power of its wielder."

Looking perplexed, the soldier queried further. "My deepest apologies, but that doesn't tell me anything."

"When a wizard enspells a weapon, he casts one or more spells upon it and binds the spells permanently to it. Priests do not wield such magics." Oswald mentally debated on how to proceed. "We use the magics granted us by our god to perform a similar, but very different, thing."

Irminric frowned but before he could utter a word the priest drew a breath and continued, "This weapon began when I commissioned a weapon of the highest quality. It is constructed of a star iron and mithril alloy -- rust-proof, harder yet more flexible, and more accepting of spells than mere steel. We senior priests consecrated it and cast spells

upon it, setting its direction and preparing it for blessing by Donblas himself!" Noting that Irminric listened intently as if spellbound, he continued, "Then we prayed to Donblas to bless the weapon. He did so, and the result you hold in your hands."

Irminric swallowed. "Oswald -- I am overjoyed that you shared that with me, but it doesn't tell me how this axe will further the goals of Donblas."

"Yes, you're right. I answered a question you didn't ask." *Didn't think to ask!* grumbled the priest mentally, letting his irritation caused by the soldier's single-minded probing briefly control his thoughts.

"This axe has an edge no non-magical weapon could have, and it will maintain that edge against most targets. It will strike creatures whose skin or hide are proof against mundane weapons, and will even pierce the skin of demons and other unnatural creatures! Its powers are greatest against undead monsters. Beyond that I don't know for sure."

The priest spoke in a more heated tone, "Donblas' blessing is a powerful thing, more powerful than all but a few gods that approach his strength. Until you use it we don't know all it may do." In a softer tone the priest continued, "But just as important is the wielder. The more skilled the pious one who wields it, the more powerful the blade becomes."

* * *

Irminric's knees buckled when the heavy sword slammed into his shield, but he kept on his feet. The necromancer's human guards were big, strong, and skilled in sword play. This one battering his shield was enough to nearly unman him. Shunting the guard's follow-up strike aside with the shield Irminric struck in return, his magically sharp axe splitting the guard's shield down the middle and shattering his arm. Controlling but not slowing the motion of the axe Irminric spun it in a figure eight and decapitated his opponent.

Shouldering the toppling body aside he staggered to help his men who were losing to the necromancer's other guards. Two of Donblas' soldiers were dead or dying, two wounded, and the remaining two bleeding from minor wounds. Irminric hit the first guard from behind, dropping him instantly and carrying the motion into the second. The remaining two guards lost focus, turning to deal with a greater danger. The lapse in focus proved fatal as the soldiers used the distraction to bloodily end the fight.

Irminric checked his downed men -- both were dead. Pulling strips of clean cloth from a pouch, he quickly bound the wounds of the living. "*Shock and loss of blood often kill when the wounds won't.*"

"We're outnumbered and badly damaged. Pick up Regenhere and Samlis -- we'll not leave their bodies for the necromancer to desecrate!" The least wounded men shouldered the dead and moved to follow their leader.

Leading the way out of the building into the courtyard, Irminric stopped cold. In the moonlight stood the necromancer's reinforcements -- a dozen zombies -- mindless animated bodies capable of using weapons and following simple directions such as "kill" -- led by the stinking form of a wight.

Zombies reacted relatively slowly so in the open the fast moving, well trained soldiers could defeat greater numbers. But the wight changed the odds badly -- its touch burned with cold and sucked life from its victims. Worse than death was the fate of one drained of life by the abomination!

Irminric lunged forward and hacked downward on the closest zombie, striking the joint between neck and shoulder. The super-sharp blade sliced through the leather armor cladding the undead thing, hacking through undead flesh and bone.

Light flashed from the axe blade, bright to the human soldiers, blinding to the undead. The stink of the rotting bodies mixed with the stench of burned flesh -- the flash burned the undead and staggered them.

"AT THEM!" Irminric stepped past the nearest two zombies and hacked at the third. Its sword arm now gone at the elbow the zombie tried to hug the young soldier. Gagging at the stench Irminric stepped under the lunge and swung back to sever a leg at mid-thigh.

Moving on he battered the next in line with his shield, ducked a slash, spun, and decapitated the

fifth that moved in on his left. Another burst of light illuminated the area and burned the zombies. Eight of the dozen were down and the remaining four reeled from the damage. The three surviving soldiers didn't hesitate to attack while chance favored them.

The second flash left the wight staggering in circles, stunned to insensibility. The magical axe's third flash scorched the remaining zombies.

* * *

"Your axe was handed down from father to son for 12 generations in the Willic family, until Irminric V lost it, along with his life, in battle against your grandfather." The lord nodded impatiently.

"This axe is very potent against the living dead, capable of slashing and hacking through their flesh, such as it is, with more facility than against the living. On a killing stroke it emits a burst of pure light that burns all nearby undead while any undead possessing a mind may be stunned."

"That is the powers of this weapon. Why it worked better for your father than for you?" He paused. "This weapon is blessed by Donblas. Devout followers of Donblas, as well as followers of Osiris and Heironeous his allies, may use its powers. If you don't follow Donblas, Osiris, or Heironeous the powers against undead won't work."

The Baron of Coomb was uncharacteristically silent as he digested that information.

Eyeing the nobleman, Gislhere continued, "Just as importantly, weapons of this nature gain a portion of their power from the wielder. The more powerful and skillful the wielder, the greater the powers of the axe. Your father was both a great axeman and a faithful follower of Osiris. My understanding is that you are neither, so until both conditions change you will never master this weapon."

* * *

The Problem

Early in my DM career I found it easy to use the treasure tables in the Monster Manual and Dungeon Masters Guide, blithely putting in whatever the dice rolls indicated. As the members of my first campaign gained levels they amassed a mess of +1 and +2 weapons and armor. Around 7th level when they were seeking henchmen this proved useful as they had spare weapons to sweeten the employment agreements. But a few levels later the backlog of +1 and +2 items returned and some characters had enough magical weapons and armor to literally equip a small army.

Learning from experience I switched tactics, putting in less magic items. Those I chose were targeted specifically for the party, not necessarily according to dice roll. This solved that problem but one remained: a character acquires a +1 weapon. What happens to it in a few more levels when that character acquires a +2 weapon? The typical answer is that it gets written down on a "stored items" sheet and forgotten. Targeting magic items reduces the problem of excess weapons but doesn't eliminate it.

One Solution

One solution is to design weapons that increase in power as the user gains levels. There's no need to design a replacement weapon as the weapon effectively replaces itself over time.

This idea addresses another problem common to virtually any role playing game: the game may eventually become just more of the same, over and over again. Here's a typical situation: Fighter acquires magic weapon. Magic user casts Identify and says, "This is a +1 weapon". Fighter uses it until he acquires a +2 weapon then shelves the +1. Later on history repeats itself when the fighter acquires a +3 weapon. No mystery, no wondering, just routine "stuff". Lather, rinse, repeat.

Instead make the +1 weapon a *Weapon of Change*. Fighter uses weapon previously identified as +1. Fighter gains a level or three and discovers the weapon is now +2! He also discovers (by accident) that a previously unknown power functions. He goes to another magic user who **Identifies** it and says "+1 weapon". Fighter gains more levels and discovers weapon now hits at +3 and displays even

more powers! Another **Identify** again indicates "+1". [Note: This is not the by-the-book usage of **Identify**.]

Even a *player* with decades of playing experience wonders, "What the ...?"

The fighter finally takes the weapon to a temple of the deity whose symbols are etched on the weapon. A senior cleric researches it (for a fee!) and tells the fighter that the weapon was created by clerics of that deity centuries ago. To anyone other than a follower of that deity (or optionally that deity's allies or the same alignment) it's a +1 weapon, which is what Identify says it is. But to the select few it's a *Weapon of Change* that increases in power and ability as its wielder does.

So the player now has something new to look forward to with each level change -- checking the weapon to see if any new powers activate. Identify doesn't work -- and sages, legend lore, commune, etc. may or may not reveal details, hints, or riddles at the DM's discretion.

Axe of Donblas

The weapon in the story is a **Battle Axe +1**, usable by anyone. For followers of Donblas or his allies it becomes far more powerful. As the wielder's level increases, the "normal plus" of the weapon increases when used against all types of opponents. Against undead it becomes more potent as the *Plus Against Undead* column indicates (see table).

Special Powers: On a killing stroke (hit that reduces an undead to 0 hit points or less) that is at least 5 points above the minimum necessary to hit (including all bonuses), the blade emits a flash of light. This light illuminates a radius from the wielder and is bright but not blinding to mortal creatures. All undead within the radius suffer burn damage and possible stunning.

For example, a 1st level fighter uses this axe. For her the weapon is +3 vs. undead and she requires a 13 to hit a skeleton. Any adjusted to-hit roll of 18 or greater that inflicts enough damage to destroy the skeleton triggers the special power and inflicts 1d4 damage against all undead within 10'. Adjusted rolls of 13 to 17 will hit but not trigger the power.

GP value 2,000-10,000; XP value 800-4,000

Why variable XP and GP values? The axe's power varies by the wielder's level, so award XP according to that. At the DM's discretion additional XP can be awarded as the PC discovers additional powers.

Why Cleric Made Items?

According to the Dungeon Masters Guide (page 116) all magic items excepting a few usable only by clerics and those specific to certain races (like

Wielder's Level	Normal Plus	Plus Against Undead	Special Powers Against Undead
1	+1	+3	Flash illuminates 10' radius, and inflicts 1d4 points of damage to all undead within flash.
5	+2	+4	Flash illuminates 10' radius, and inflicts 1d4 points of damage to all undead within flash. Intelligent undead in range save vs. Spell at +3 or be stunned for 1d4 rounds.
9	+3	+5	Flash illuminates 15' radius, and inflicts 2d4 points of damage to all undead within flash. Intelligent undead in range save vs. Spell at +2 or be stunned for 1d4 rounds.
13	+4	+6	Flash illuminates 15' radius, and inflicts 2d4 points of damage to all undead within flash. Intelligent undead in range save vs. Spell at +1 or be stunned for 1d4 rounds.
17	+5	+7	Flash illuminates 20' radius, and inflicts 3d4 points of damage to all undead within flash. Intelligent undead in range save vs. Spell or be stunned for 1d4 rounds.

Hammer of the Dwarven Thrower) are made by magic users. So by the book clerics can make some magic items. If a DM chooses to allow clerics to make magic items that is simply an extension of an existing rule. Given the mysticism typically inherent in any religion, it makes sense that a cleric made item may not work out exactly as the maker plans, since the deity is supplying the power that makes it work. It's even possible that, depending on the deity, the deity may not know (or remember or care) exactly what powers an item possesses.

Can PC clerics make such items? That's up to each DM -- this article doesn't contain rules for item creation, merely a new dimension that can be added to any campaign.

Especially for players who have been playing for decades, this brings a new concept to the game. They have to work to find out what an item does. It's something out of the ordinary and brings freshness to the table.

More Ideas

This same concept can be applied to other weapons, armor, even miscellaneous magic items. Consider a ring that performs Detect spells (**Detect Magic**, **Poison**, **Traps**, etc.). Increases in level could enable more castings per day and broaden the type of Detect spells available. The Detect spells could be invoked at a level equal to the wearer's level.

Powers can be automatic or they can require command words or special gestures (let the player figure out what gesture just caused a power to activate!). Finding information may require an extended adventure, or series of adventures. With a bit of ingenuity the DM can entertain the entire group for months or even years with a single item.

Author's note: While proofing this article I realized there was more to say on the subject. So while assembling quesadilla with my sons we dreamed up the following items.

Moa's Bracers of Defense

These magical bracers appear to be typical **Bracers of Defense AC7**, providing armor class 7 protection to any who wear it. However, magic users who worship Aarth discover these bracers provide additional abilities to the faithful. At first level the bracers do, indeed, provide AC7 protection, which improves as the magic user increases in level.

At higher levels the magic user will discover another bonus – the bracers provide a bonus on saving throws identical to that provided by a **Ring of Protection**. The following table summarizes the armor class and saving throws by level.

Level	AC	Save Bonus
1	7	
3	6	+1
5	5	
7	4	+2
9	3	
11	2	+3

GP value 9,000-24,000; XP value 2,400-7,200

Ring of Shadows

Szürkeegér the Bold first wore this ring, which he stole from the clerics of Zagyg. They had prepared it for a high ranking member of the faithful, but Zagyg was so pleased with Szürkeegér's boldness that he obscured the knowledge of who stole the ring from his clergy.

The Ring identifies as a **Ring of Protection +1**, and it does indeed provide that ability to all who wear it.

Thief followers of Zagyg who tithe regularly discover a number of improvements in their thieving skills. They receive a bonus of 3% per level in their skills of Pick Pockets, Open Locks, Find/Remove Traps, Move Silently, Hide in Shadows, Hear Noise, and Climb Walls.

At 7th level the faithful may discover that they can detect a non-magical trap merely by examining an item without touching it. If the roll is successful they will know for sure if a trap does or does not exist. Removing or disarming the trap requires yet another roll.

At 10th level the faithful may discover the ability to climb walls as if a **Spider Climb** spell is in effect.

This ability can be used 3 times per day and each usage has a duration of 3 rounds per level.

Should the faithful fail to properly tithe the god, the former benefits will be reversed, with a 3% per level penalty on all thieving skills. Attempts to examine a trap will always be wrong, and the **Spider Climb** ability will terminate after 1d6+2 rounds.

Non-thieves and thieves who do not tithe Zagyg regularly discover that the ring acts as cursed, with a 1% cumulative chance per day that the wearer will be overcome with the desire to pick someone's pocket. Accursed thieves will gain a bonus of 30% in picking pockets, while non-thieves will discover they have basic thief ability while wearing the ring, a 30% chance of success. The wearer will not realize their growing obsession with thievery until they actually pick someone's pocket. Until this time they may easily remove the ring, but after the first attempt a Remove Curse from a cleric of 7th level or higher is required to discard the ring. Once the curse is activated the victim will randomly pick someone's pocket each day until the curse is removed or the hapless thief is hanged, at which time the ring can easily be removed.

GP value 4,500-13,500; XP value 1,500-4,500

Diadem of Thoth

The **Diadem of Thoth** is a distinctive item, a mesh of the finest platinum set with a large golden beryl in the front with three smaller stones on either side. As a piece of jewelry it has fetched a price in excess of 25,000 gp.

This item does not radiate magic. However, if a cleric of Thoth places the diadem upon their head, they will immediately realize it contains powerful magic.

For 1st level clerics the Diadem acts a **Ring of Protection +1**, providing a bonus to armor class and to all saving throws.

Any detection spell cast by a cleric of Thoth while wearing the diadem is cast as if the cleric were three levels higher. Spell ranges are doubled and any applicable saving throws are at -3.

At 3rd level the cleric may take **Detect Invisibility** as a 1st level spell, casting it as would a magic user. At 5th level the cleric may take **Detect Illusion** as a 2nd level spell. At 7th level the cleric may take as a 3rd level spell a form of **Detect Traps** which function precisely as a **Wand of Trap Detection**. Note that these are not additional spells – the cleric must use an existing spell slot for the spell. Also note that the diadem must be worn while praying/meditating for the spells and must be worn while casting. It may be removed in between.

For non-clerical faithful followers of Thoth the diadem acts as a **Ring of Protection +1**, and for non-followers it is completely inert.

GP value 4,500-13,500; XP value 1,500-4,500

Frog Sword

by Ian Slater

This sword has a +1 magical bonus. In the hands of anyone with a 15 dexterity or greater it can be used, in lieu of an attack, to swat aside incoming missiles on a successful "to hit" roll against AC 5. Reaction attacking adjustment is added to the “to hit" roll.

Sword type (1d8): 1-3 short, 4-6 broad, 7-8 long.

GP value 5,000; XP value 1,000

Blade of the Gate

by Ian Slater

A **Blade of the Gate** is a +2 weapon, and appears to be made of an ebony metal that gives off no light. Once per day for every 4 levels of the thief wielding the weapon the wielder may dimension door up to 8" away from their location. 1% of these swords are cursed and when used for the 7th time will dimension door the user in a random direction. If that direction happens to be inside of a solid object the wielder must make a system shock roll or die instantly.

Sword type (1d6): 1-3 short, 4-5 broad, 6 long.

GP value 9,000; XP value 1,200

The Use of Apprentices and Assistants

by Andrew Hamilton

Author's Note: *I provide experience points for the creation of magical items, equal to the experience award value of the magical item, and this article makes the assumption that other DMs do the same. With respect to spell research, I have always provided a more substantial experience award, equal to 1,000 xp per spell level. I've justified this with the assumption that creating an entirely new spell requires developing new thought processes and gaining significant insights which would have carry-over benefits in advancing one's power (e.g., gaining levels).*

The wizard's apprentice is a common archetype in fantasy literature, and it exists in AD&D insofar as it is assumed that a magic-user has apprenticed to learn their profession and gain their first few spells. One has to wonder what's in it for the teacher in the relationship. Payment for teaching is an obvious incentive, but a magic-user should have no shortage of easier opportunities to make money. Free labor perhaps; but an unseen servant eats less, takes up less space, doesn't pull stupid pranks, and doesn't poke its nose where it shouldn't.

The answer, in my opinion, is skilled labor. A decent apprentice (or better yet a skilled assistant) is of great value to a magic-user. While an adventuring magic-user is likely to use such an assistant (a.k.a. henchman) to set off traps (also known as "open doors"), carry things, stand between monsters and the magic-user etc., more studious magic-users can benefit from such an association in a different manner. The apprentice or assistant is able to assist with spell research (fetching books, finding passages, keeping the magic-user fed etc.) and magical item creation (stirring, blending, timing, etc.). There is no reason that a PC magic-user can not have a lower level magic-user henchman whom plays the role of both adventuring companion and assistant. Similarly, a PC magic-user may find themself playing the role of assistant to a senior (NPC) magic-user.

The Apprentice vs. The Assistant

For the sake of this article, an "apprentice" is a 0 level NPC who is training to become a magic-user. I do not use any of the "0 level adventurer" rules that exist (for example in the Greyhawk Adventures rulebook, or Dragon issue #123) so have not attempted to make these house rules fit with the zero-level rules.

An "assistant" is a competent magic-user (e.g., at minimum a 1st level magic-user) who must be of lower level than the senior magic-user. Assistants, having already developed a working understanding

of magic, are far more useful to senior magic-users than apprentices.

Note that 1st Edition players may want to consider a 9th level or greater ranger as suitable assistant material, and if so treat their effective level in terms of being an assistant as being = (ranger level -8)/2, with a maximum effective level of 4th, representing the level of magical mastery a ranger develops.

There is no shortage of other classes (PC and NPC) presented in a number of resources (such as Dragon Magazine, White Dwarf Magazine, or Footprints) that could function as an assistant. Generally, if the class learns spells like a magic-user, and/or has similar abilities similar to the brew potion and create scrolls and magical items, they are probably adequate as an assistant.

DMs may also want to give consideration to allowing clerics who worship deities or Powers of Magic to be able to function as assistants.

Benefiting from an Apprentice or Assistant

A senior magic-user must be 7th level or greater to benefit from the services of an apprentice or an assistant. 7th level represents a level of magical mastery (as evidenced by the ability to brew potions without an alchemist as well as to create scrolls) sufficient to allow a magic-user to begin teaching others. Below 7th level, a magic-user has not developed sufficient working knowledge of magical theory and practice to effectively utilize apprentices and assistants.

Benefits of the Apprentice

An apprentice is of limited utility to a magic-user, having not yet mastered even the fundamentals of magic and spell casting.

The sole benefits that a senior magic-user derives during spell research, potion brewing, or magical item creation would be to allow the magic-user to free up an hour or two (1d2) every second or third day (1d2+1) to take care of business other than the research or creation process. In these cases it is assumed that the magic-user has provided extremely specific instructions to the assistant for some very mundane task (e.g. "stir this, no faster than 12 revolutions per minute, no slower than 8, do not stop until I get back…", "go to the library and get me the book titled 'Exaspero's Meditations on The Meaningfulness of Entropy'. It's black, three hands high, with red lettering…", or "get me a sandwich, tuna on rye..."). This is likely to free up an additional 4 or so hours each week. Obviously, this is not enough to allow the magic-user to engage in city adventuring, but more than enough to let them memorize a few spells, cast a few spells for money, provide a bit of consulting, etc.

Only one apprentice may be used to any benefit, and if both an assistant and an apprentice are being utilized, no benefit will be derived from the apprentice (although the apprentice will still benefit, as described below).

Benefits of the Assistant

An assistant provides significant benefits to a magic-user during both spell research and magical item creation.

Spell Research

An assistant supports the spell research process in one of two ways. In the first way, the assistant is able to undertake tasks that save time (sifting through books looking for references to various arcane formulae or theories, high-grading the materials to be brought to the attention of the head researcher, compiling notes into a single and legible document, running to various libraries or shops to get materials, etc.) The saved time can either be used to fast-track the research, or it can be used to conduct more wide ranging research. The lead researcher has a choice as to how this benefit will materialize.

Option #1 – Decreased Time Commitment

The spell research time may be decreased (by 1 day per week per assistant, up to 2 assistants maximum) or the research time may stay the same and the researching magic-user may have 1 to 2 days per

week (depending on the number of assistants available) to undertake other tasks. When researching low level spells, this may not seem like a significant benefit (reducing the base research time by only 2 days for a first level spell). The benefits are likely to seem more substantial for higher level spells, as an entire week of time could be saved researching a 6th level spell.

Option 2 – Increased Chances of Success

The second possible benefit of research assistants is an increased chance of spell research success. Having able-minded assistants contributing to the research process increases the chances of success by ½ of the assistant's level. The bonus is cumulative for multiple assistants (to a maximum cumulative bonus of no more than ½ of the lead researching magic-user's level). In addition, should the assistant have a higher intelligence score than the senior magic-user, the higher intelligence score should be used in the calculation of the chance of success.

The second way of an assistant participating in spell research is the "graduate student" option. In this case, if the assistants are high enough level, then there is the potential to turn the situation on its head. In this scenario, the assistant becomes the lead researcher, and the experienced magic-user adopts a facilitation role (similar to graduate students conducting research for a professor). This situation requires the assistant to research a spell that is of a level within their casting capabilities. However, in this case the assistance and guidance of an experienced magic-user allows the assistant to benefit from a research success bonus. The senior magic-user contributes a bonus of ½ of their level (in %) to the chance of a successful research outcome.

Supporting junior researchers is a low time investment on behalf of the senior researcher. There are some limits however, and a senior magic-user can not have a spell research "sweat shop" with dozens of 1st to 3rd level Assistants cranking out new spells. The senior magic-user needs to devote some time to the research project, at least 1 hour + 10 minutes/spell level each day must be set aside for any given spell research project. In addition, the senior magic-user may support 1 spell research project per 10 points of combined Intelligence & level, rounded down.

Example 1: A 7th level magic-user with a 16 Intelligence can support 2 spell research projects at the same time. (7 + 16)/10 = (23)/10 = 2.3, rounded down to 2.

Example 2: A 15th level magic-user with an 18 Intelligence can support 3 spell research projects simultaneously. (15 + 18)/10 = (33)/10 = 3.3, rounded down to 3.

Potions

An assistant is especially useful in the potion creation process, as the addition of an assistant allows batches of potions to be brewed (which runs counter to the potion creation rules described on page 116 of the DMG). While the assistant may not have mastered the magical intricacies necessary to brew potions on their own (i.e. they have not reached the 7th level, as described in the DMG)) they are able to follow the directions and actions of the senior magic-user to brew additional potions. The benefits can only be realized if the senior magic-user is actively brewing potions themselves.

Assistant's Level	Senior MU Level	# Potions Brewed
≤ 6	≤ 12	1 each
≤ 6	>12	1 assistant, 2 senior (3 total)
≥ 7	≤ 12	1 each, plus 1 additional potion (3 total)
≥7	> 12	1 potion + 1 potion/6 total levels (rounded down)

The ability to brew batches of potions should not be seen as a "free ride", and the DM should ensure that there is a cost to be paid for the benefit. First, the cost of brewing potions increases by 10% for each incremental potion. For example, brewing a healing potion (200 xp) costs 200 gp, as described in the DMG. Brewing 2 potions would see a 10% cost increase, for a final cost of 440 gp (2 potions x 200 gp x 110%). Brewing 4 potions of healing would see a

30% cost increase, for a final cost of 1,040 gp (4 potions x 200 gp x 130%).

Second, a lower experience award is received from batches of potions. A reduction of 10% per incremental potion is applied to the batch. Continuing with the example of the potion of healing, this potion has an experience value of 200 gp. Brewing one potion would result in an experience award of 200 gp to the magic-user. Brewing 2 potions would see a 10% penalty, for a final award of 360 xp (2 potions x 200 xp x 90%). Brewing 4 potions of healing would see a 30% experience penalty, for a final award of 560 xp (4 potions x 200 xp x 70%).

DMs may find that the ability to brew batches of potions is unbalancing, and choose to reject batch brewing in its entirety. I'd suggest that the ability for a 12th level magic-user and assistant to brew three potions simultaneously rather than 2 will not create an imbalance of power; based on the assumption that typical batches will be potions of healing, extra-healing and invisibility. In any case, consideration could (should?) be given to limiting the ability to create batches of more "powerful" potions, such as the potion of longevity, dragon control, or some of the oils.

Alchemists remain of use even when the senior magic-user is benefiting from an assistant's or apprentice's aid. The same benefits described in the DMG are accrued, a halving of the time to compound the potion.

Scroll Inks and Scrolls

Scroll inks can be blended by the assistant with limited supervision by the senior magic-user. This activity can be assumed to take place "behind the scenes", and occupy no time and have no chance of failure.

Drafting a scroll is another matter entirely. An assistant (6th level or lower) can write a scroll under the direct supervision of an experienced magic-user (the 7th level of greater). The assistant can only create a spell scroll of a spell of the level that they are able to cast (i.e. a maximum of a 3rd level spell for a 5th or 6th level Assistant). The senior magic-user must also be in direct contact with the assistant throughout the entire process (the senior magic-user must be present in the same building for at least 75% of the day, although they may be reading, researching or writing their own scrolls). Furthermore, the scroll creation process is far more likely to be ruined by a mistake than the normal scroll creation process:

Chance of a mistake = 25% base + (3 x spell level) – assistant's level – ½ senior magic-user's level

The chance of success may be significant, consider a 2nd level magic-user working as an assistant to a senior magic-user (8th level). Creating a 1st level scroll (e.g. sleep) the senior magic-user's chance of making a mistake is 5% (20% + 1% (1st level spell) – 16% (8th level magic-user x 2)). The Assistant's chances of making a mistake are 22% (25% + 3% (1st level spell x 3) – 2% (2nd level Assistant) – 4% (8th level senior magic-user)).

Given the far greater chance of failure, one might ask why a senior magic-user would attempt to have an assistant create a scroll. The answer is simple, the assistant can be working beside the senior magic-user while both are creating scrolls. As such, there is a chance that output can be effectively doubled.

There is one additional benefit, the assistant can attempt to create a scroll of a spell that they do not know as part of the learning process. In this case if both the scroll creation roll is successful, and the learn spells roll is successful, the assistant will have learned the spell and can add it to their spell book. This gives a senior magic-user the opportunity to "double end" a teaching contract, teaching a student a spell, and having them create a scroll (for the senior magic-user's personal use, of course) at the same time.

Magical Item Creation

The rather open rules for the creation of other magical items made it difficult to develop hard & fast rules for the benefits of an apprentice or assistant. The apprentice or assistant may be able to pitch in and shorten some processes by a day or two, or act as roving supplier, rushing out to obtain materials such as oils, herbs, exotic monster parts,

etc. The assistant may be able to "stand watch" during any summoning or conjurations that may be required as part of the creation process. Since the creation of a permanent magical item should be an unique experience (and an adventure) a DM should be able to develop any of a number of opportunities for an assistant to feel useful without overly simplifying and shortening the magical item creation process.

Benefits of Being an Apprentice or Assistant

It is reasonable to ask what an apprentice or assistant gets out the relationship with an experienced magic-user. In the case of an Apprentice, the answer is obviously "training". However, as an assistant has already learned enough to become a fully-fledged magic-user, their needs are a little different.

#1) A DM should consider making training for level advancement "free", or at least provided at a reduced cost, if a magic-user PC agrees to work as an assistant for a period of time. Obviously, this is only a real benefit in campaigns where the training rules are in force.

#2) Experience should be gained for being involved in crafting magical items or researching spells. A recommended amount of 20% to 30% of the experience gained by the senior magic-user should be awarded to Assistants, and 10% to 20% awarded to apprentices. This allows a zero-level character or low level magic-user to earn experience and advance through levels (and might explain how stay-at-home magic-users actually gain a few levels).

#3) As the scroll creation rules describe, there is certainly an opportunity for the assistant to learn spells and add them to their spell books during that process. The same may hold true for other research processes (e.g. learning some low level spells that are "base" spells for a higher level spell being researched, or learning **enchanted weapon** when assisting in the crafting of a magical sword).

Campaign Play

Expanding the opportunities for apprentices and assistants can add new dimensions and opportunities to campaign play. The simplest addition is to keep the magic-user's instructor in the campaign as a source of further training, and the PC might have the opportunity to brew a potion or two to bolster the party's resources along the way.

A DM could also combine the rules for Magical Colleges (presented in Dragon 123, by James Yates) and the rules presented here, creating a magical college campaign where magic-user PCs worked for a small (or large college) answered to a senior instructor, and worked to increase their personal power while meeting their commitments to the school. Alternately, it allows a magic-user PC to get a lot more use out of a 1st level magic-user henchman, without subjecting that henchman to the dangers of adventuring.

Blade of Flowers

by Ian Slater

A **Blade of Flowers** has a polished metallic blade with engravings of twisting vines embedded with a dark, green metal. It is a +1 magical weapon.

Once per day when the thief is being pursued she may run through brush or a forested area and the undergrowth will suddenly grow, tangling up any pursuers within 4" of the wielder and reducing their speed to 3" (no damage, no save), but allowing the wielder full move at full charging speed + 50% for up to 1 turn.

If pursuers stop moving forward and use missile weapons they are free to act, but if they pursue the wielder the reduced move will apply.

1% of these swords are cursed and when used for the 7th time and every time thereafter they will force the user to save versus spells or be compelled to run until exhaustion forces a collapse.

Sword type (1d8): 1-3 short, 4-6, broad, 7-8 long.

GP value 10,000; XP value 2,000

Catching the Magic

by Nicole Massey

Kara swore as the knife nicked her index finger. Jod glanced up at her from his beer, and a couple of other heads turned in the tavern, but no one said anything. Helen reached over and grabbed the finger and kissed it. When her lips left it the nick was gone.

Tom looked at the Mohawk wearing mage and said, "What's this for, anyway?"

Kara inspected her carving work, and said, "Power, when it all comes down to it. When I finish this staff I can use it to hold spells, and if I use it enough it'll trap spells, too."

Jod said, "If you're lucky it'll trap a healing spell."

Kara scowled at him, then went back to work. Tom still looked skeptical, so Helen said, "Things used for magic become altered, and if they're used enough they start to take on magical power of their own. She's hoping that using that staff will make her able to use less components and maybe catch a few things on the way, too. That's why she's using wood from a tree struck by lightning, and inlaying exotic woods and the bones of special creatures."

Jod said, in one of his more dour moods this evening, "Creatures we killed just so she could get their bones."

Helen said, "Hush, you, you learned a lot from it, and all of them had treasure, or have you forgotten that new suit of armor we got in the last expedition?"

Jod shut up. He had profited a lot from their recent forays into the western lands, and besides he'd never won any argument with the almost completely bald healer in their more than a year of association.

Kara said, "That's right, all of it, and I'm almost done with making it. Then the fun begins as I start using it."

* * *

One of the things missing in the AD&D game is the nearly ubiquitous wizard's staff or dagger used to cast spells. Along with that are questions about how some magic items, like the bardic instruments, came about. This article attempts to address some of this in an effort to return some of the flavor from classic fantasy fiction back to the game.

The Basic Theory

Magic alters things it flows through. For the caster, it opens the channels a bit more, so that he or she can eventually learn more powerful spells, and cast more per day. It often consumes components. And it brings more power, reflected in higher levels.

AD&D doesn't deal with focus items much. A few spells have components that are persistent, so they can stay around longer and help in casting a spell. But the classic "athame" (pronounced AH-Thah-may or Ath-AH-May, never a-THAYMm) and casting staff are missing.

So here's how it works. Foci (the plural of focus) are active channels for the magic, and over time they take on certain properties that alleviate some of the requirements for casting. In the case of bardic instruments they already replace the material component. For staves the magic-user includes items in the staff's construction or in the ritual of empowering a staff, dagger, or rod, and these properties are increased over time. And Foci can, at certain times, capture magic and make it a part of its own makeup, so that certain spell-like powers become some of its normal functions.

At very high levels other things happen that make the item very powerful, especially if the item has enchantments done on it to make it even more magical.

One more thing – clerics don't get this with their holy symbols. Since their gods grant them power the deity controls how it feeds out, and though a cleric's holy symbol may become a relic, it won't

become a Holy Relic or Unholy Relic unless the deity desires it to be so. Druids, on the other hand, who draw their power from nature, can create staves (or more accurately shillelaghs) that do things like absolve the need for mistletoe as often and can gain more power.

How It Works

For magic-users and Illusionists (along with any other sub-classes the referee allows in his or her game) the caster performs a ritual taking weeks or even months to imbue a staff, rod, or dagger with the right type of enchantment to turn that item into a focus. The item is inscribed with runes and symbols, and sometimes carved representations of particular spells and their components. So, for instance, a magic-user who wants to use his staff to help him to fly, might carve wings on the top alongside the stone or crystal at the top or attach wings of gold, ivory, or gemstone to represent flying magics. Staves and rods can also have hollow places inside them where components are placed, and daggers can have components expended in the ritual used to charge the athame for use as a focus.

When a spell that is represented by the inscriptions on the focus is cast, the magic-user (or similar mage) makes a saving throw vs. Rods, Staves, and Wands at a penalty of -6 plus one half the total number of levels he or she has had the item in his or her possession, rounded down. So if Kara had her staff for four levels she'd save at -4, and would continue to do so until she had the staff for two more levels. If the caster makes his or her save then the components for the spell were not used. When the caster casts without using any components for that spell for five times in a row for that particular spell he or she no longer needs to use components to cast that spell – the staff, rod, or dagger takes care of the energy needed from the components.

Bards and Minstrels never have any component but their instrument to cast spells, so this is never an issue for them. But the more powerful abilities apply to them, as outlined next.

More Power!

When a character saves on casting a spell with a natural 20 the DM rolls again, and if the focus saves it is primed to capture magic. The next spell that hits it may (5% chance per level the caster has had the item since it captured a spell) captures a spell either inbound or outbound. The spell doesn't go off, nothing happens at all, and the staff, rod, or dagger won't act as a component replacement for 6d4 hours. If you find that the focus is gaining power too fast you can reduce the probability the item gains powers, say by half.

The caster will know instinctively that the focus has just gained in power, and the focus can now cast that spell 3 times/day if the spell is lower than half the highest level of spell the caster can cast, or 1x/day for spells above that threshold. No matter how high a spell a caster can cast, fifth level spells are castable only once per day, sixth level spells only once per week, seventh level spells only once per month, eighth level spells only once per year, and ninth level spells can be cast from the focus only once per decade. Additional captures of spells will add to that number as expected. So for instance, if a focus item captured a ninth level spell a second time the spell could be cast twice per decade, or once every five years, depending on the Referee's desire. If an item has the ability to cast the same spell (highly unlikely, but possible in extreme cases) then the focus can cast that spell at will. Any captured cantrip, orison, or ditty can also be cast at will if the caster is above 5th level.

Note that bardic instruments, since they don't replace components, won't spend any time unable to replace them. However strings and heads will go out of tune, reeds will break, slides and moving parts will stick, and the instrument will require normal maintenance to get it playing properly again. (Usually requiring the casting of a ditty for most bards and minstrels)

For foci that also double as weapons the referee may choose to instead fuel the magic energy into the weapon's bonus, at a rate of one third of the level of the spell rounded up. This is added to any plus the weapon might already have.

If a spell goes off while another spell is in effect then the referee rolls randomly to determine which spell gets embedded in the focus. If bardic poetics are in effect the poetics may also get trapped in the focus, so if poetics are in the item the item can either gain +1 in both attack and damage or provide the effect of poetics once per day. Spells like **Shield**, **Protection From Normal Missiles**, **Stoneskin**, and the like will provide protection bonuses.

When a spell or other power is captured the percentage resets. The referee makes a note of the caster's current level and further spells will have a far lower percent chance of capture until enough levels have passed to get the percentage up again.

Some of the spells that might get caught in a focus might not make a lot of sense. In this situation the referee can either assign something the staff does, or roll on the lesser benign powers table for artifacts and give the focus that power. The referee might also give the focus item other properties, like some of the magical abilities of particular weapons. (+3 Flamestaff, anyone?)

Table 1: Adverse Effects from Critical Failures for Focus Items

Die Roll	Result
01-10	No result
11-15	Roll once on the minor malevolent power table for artifacts.
16-18	Focus Item is closed to magic -- no further spells can be captured, but plusses and spell adders are still possible
19-22	Focus Item is closed to magic -- no further spells can be captured and plusses are closed off, but spell adders are still possible
23-26	Focus Item is completely closed to magic, and only the enchantment spells will work to increase its power.
27-30	Roll twice on the minor malevolent power table for artifacts.
31-34	Cursed item - item is dropped to +1 for any category of plusses it currently holds, and the item is completely closed to any additional magic, even with item enchantment spells
35-39	Roll once on the major malevolent power table for artifacts
40-44	Cursed item -- all plusses are reversed to negatives, spell adder effects become spell draining effects, and spells formerly castable without components are unable to be cast, even with components.
45-48	Roll twice on the major malevolent power table for artifacts.
49-54	Roll twice on the major malevolent power table for artifacts. Item is completely closed to any additional magic. If item is intelligent its alignment flips to the polar opposite one.
55-60	Roll thrice on the major malevolent power table for artifacts. Item is completely closed to any additional magic. Intelligent items flip alignment to the polar opposite.
61+	Roll Thrice on the Major Malevolent Power table for artifacts and twice on the minor malevolent power table. Intelligent items flip to the polar opposite alignment and develop a burning hatred for "its enslaver," unleashing all stored abilities and spells on the wielder in the worst possible way and at the worst possible time.

Higher Power

Things get interesting when a focus item has three or more spells embedded in it other than plusses either to protection or attack. When the item tries to capture a fourth spell and succeeds roll again, and if the focus saves vs. Magic then it has become aware. Roll d4+d6+8 to determine intelligence. The item speaks the caster's primary language, and any profession specific tongues, as well as any other languages the caster knows up to its maximum number of languages for its intelligence ability score. The item has the caster's alignment and general outlook on life. Calculate ego for the item as if it was a magical intelligent sword.

For every five levels the caster has possessed the focus item, there is a 5% chance that the focus can act as a spell adder. The focus will take care of the energy required, and any material components for one spell of a level the DM determines using a die roll (or just picks). Rolling D%, a roll of 01-50 means the focus will allow the free casting of any first level spell, a 51-75 for second, 76-90 for third, 91-99 for fourth, and 00 for fifth. The spell has to be one the character currently has memorized, and cannot be cast from a scroll. If the referee so chooses he or she may allow the focus to instead represent total levels of free spells per day, so instead of a single second level spell, the focus could allow the free casting of two first level spells, and instead of a third level spell it could free cast three first level spells, or a

first and a second level spell. If this second system is used then additional successes can increase this total, making a truly powerful focus item. Also, if the item is intelligent and has the ability to cast spells in this manner it can act independently to initiate spells when it is the dominant force in an ego contest.

So far this all seems perfectly harmless and nice, but all is not perfect with this process. What happens when the item fails its save in a critical manner – a roll of a 1? Roll an open ended D20 and consult the chart below to determine the result.

Remember that all magical powers convey increases to ego in intelligent magic items, and it's possible for a focus to reach a point where its power is too much for the character to control. Since the focus is of the same alignment and has the same basic temperament as the wielder, things shouldn't get very adversarial, but magic items always desire more power, especially ones created for gaining power in the first place, and so the focus will prompt the character to use it whenever he or she can whenever possible. This can create some interesting situations.

Conclusion

So there you have it, the return of the focus item to spell casters and songsmiths. This will provide some interesting items found in the wild, and also provide some unusual situations. For example:

Dagger of Peleos the Subtle

Peleos chooses an athame as his weapon of choice. Throughout his life time, this mostly quiet and manipulative wizard managed to get the dagger up to +3 on attacks and damage and as an **Item of Protection +2**, with no components required for **Feather Fall**, **Web**, Fly**,** or either of the **Globe of Invulnerability** spells. It has also captured **Fireball**, which it can cast once per day, and **Chain Lightning**, also usable once per day, and has become a dancing weapon. The weapon also reflects the chaotic neutral nature of its creator with a 15 intelligence, and can speak the Common tongue, Elvish, and Dwarfish. Finally, it can allow its possessor to cast a third level spell per day for free (or if you prefer, three first level spells or one first and one second or up to twelve cantrips) so it has some strong enticements for a magic-user or illusionist. A weapon like this would reveal its skills only when needed, always trying to quietly coax the possessor to do things to increase its power. A creative referee can find all kinds of ways to use a weapon like this one.

GP value 20,000; XP value 3,500

Staff of Hallitor the Vile

Hallitor chose the staff as his focus. He managed to get it up to +4 to-hit and damage, and it casts **Burning Hands**, **Web**, and **Animate Dead** from his own spell book and captured spells of **Curse** and **Shadow Monsters** from spells cast by others. However, it failed its save, and is now a -4 cursed item that is intelligent (16) and neutral evil in temperament. It speaks common, orcish, Elvish, and ogrish, and cast all of the above spells 3 times/day except for **Burning Hands**, which it casts 6 times/day. It is a 4th level spell adder. It seeks to kill all good creatures except for its possessor, who it tries to convert to evil neutrality. It managed to kill Hallitor, and this gave it a lot of pleasure, so it will intentionally focus on killing spell casters.

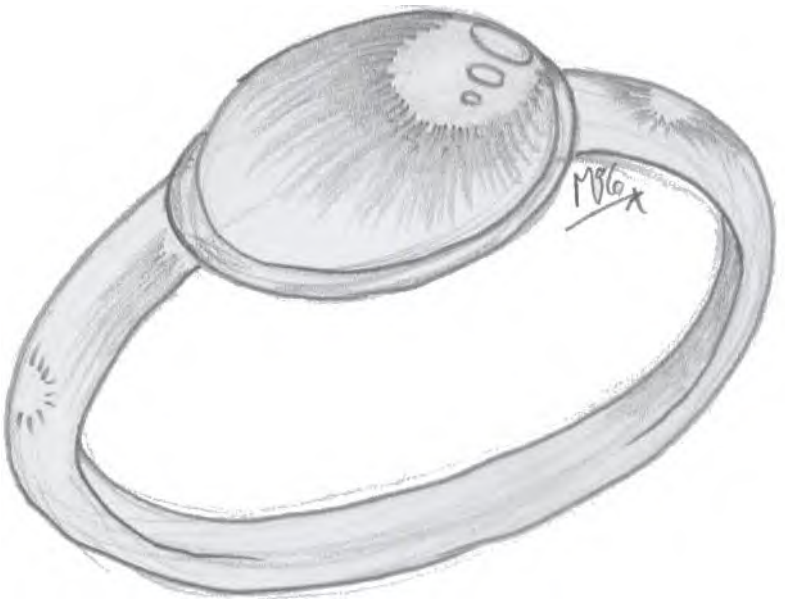
This method of creating magic imbued focus items provides a more organic approach to magic item creation, and for referees who view magic as an unnatural influence in the world that has the power to corrupt the world around its use, this approach provides all kinds of outlets for this. If you find interesting combinations in this arena we would welcome your letters.

GP value 60,000; XP value N/A

Thief Rings

by Lenard Lakofka

A Guild Master of Thieves, who chooses to remain anonymous, confided the existence of a set of lesser rings that he devised in conjunction with a High Priest of Norebo and a Wizard of Weejas. The Guild Master, who we will call Rogen, wanted the advantage of magical rings that radiated almost no magic and performed minor, but useful functions.



These rings radiate magic but only at a range of five feet causing them to often fail magic detection. Secondarily these rings appear to be tarnished bronze or copper, when in fact they are silver or gold. They have a bonus advantage of not violating the limit of three magical rings worn by one person. Specifically one ordinary magic ring and two lesser rings may be worn at one time. However, if someone attempts to wear two lesser rings on both hands there is a 35% chance that a ring being used will malfunction, e.g., 30% not work at all, 40% have a reduced capacity, and 30% produce an opposite result from the intended power of the ring.

It should be noted that any other class can use these rings, but they are especially useful and desired by thieves and assassins. The DM will have to judge how classes without thief abilities can use the rings. A few of the rings require some level of both dexterity and practice and, therefore, the DM might have to rule. The rings are NOT prohibited to any other class in any case though a Paladin might have a twinge of guilt.

Each lesser ring may be used nine times in a 24 period and must then recharge for a full 24 hours before it can be used again.

DM Note: The XP values listed are gained only on the first use of the ring in question.

The following rings are rumored to exist:

Drunk Ring

When worn and touched to an alcoholic beverage it will remove 90% of the alcohol. This allows the thief to match drink for drink with a victim and get little more than a buzz while the other person will get very drunk to the point of passing out. This makes theft and pickpocketing much easier.

GP value 350, XP value 100

Shadow Ring

This ring has two powers. First, when worn and invoked the ring will deepen existing shadows, enhancing Hide in Shadows by 1d20%. Second, a temporary shadow can be placed on a single small light source (like a candle) reducing its light by 50%. Each power will continue for a period of 1d12+8 rounds per invocation. Once used the power cannot be used again for two full hours.

GP value 450, XP value 100

Whisper Ring

When the thief cups his/her hand next to his/her mouth a whisper can be directed up to 50 feet away to a specific willing target. An unwilling or unknowing target gets a save vs. Magic, and if the roll is made, hears nothing. The ring can be overcome by other noises so it would be useless where noise is significant, like a tavern, crowded room, a conversation is occurring with the target of

the whisper. The ability to distinguish what is being said during a whisper is not affected by sounds that are not loud, at the DM's discretion

GP value 300, XP value 50

Echo Ring

When worn and invoked, any noise made by the wearer, walking, clapping hands, talking etc. will be echoed at the same volume randomly 20 feet from the thief. The location of the echo cannot be specified, which often produces unusual results. The location of the echo will change each round. Especially remember the nine uses per day limit.

GP value 350, XP value 50

Dice Ring

This ring is a great help when gambling. Limited to the usual nine uses per day the wearer can alter one die that he or she rolls by +/-1. That is, if playing craps the thrower can alter one of the dice by +1 or -1, but cannot change the minimum or maximum pip value of a die, e.g., when rolling a six sided die the value cannot be reduced below 1 or increased above 6.

Remember the ring only affects one die in a pair or group. Two like rings should not be used together lest erratic results occur (50% likely) like the dice bouncing off the table or hovering in the air for a moment or two.

DM Note: This ring affects only "in game" dice rolls like gambling, and in no way affects to-hit, damage, saving throw, or other rolls used to conduct the game.

The Ring can be used to affect the rolls of another person is the die in question is within ten feet of the ring. A slight dice rolling motion must be made to try to affect the other's die roll. One time in six the affected die will bounce or roll to the side in an erratic manner possibly exposing the attempt by the ring wearer to control the die roll.

GP value 200, XP value 100

Ring of Holding

When invoked, the wearer's hands become sticky (for want of a better term) allowing the wearer to pass his/her hand over a small object and picking it up without grasping it. The small object must weigh a pound or less. A small piece of jewelry, a coin, some paper, a small piece of fruit etc. qualify. The hand need only pass within about an inch of the item to be picked up. This power makes the hand sticky for a period of 1d6+4 rounds. Once invoked the power cannot be used again for three full hours.

GP value 600, XP value 100

Hummingbird Blade

by Ian Slater

This rare blade is made of a dull, golden metal and is always a broadsword. The sword has a +2 enchantment, and in the hands of a thief has the additional power of halving the time required to for a potion to take effect once imbibed. This may be done as often as desired, however, if the thief consumes more than three potions in a given day they must make a constitution check or begin vomiting violently and uncontrollably (prone, +4 to hit, no attacks or spell casting) for 1d4+2 rounds.

GP value 6,000; XP value 1,200

The Druid's Club

by Nicole Massey

The orcish raiding party came upon the group unawares, their armor off except for Lyn, who was standing guard, or more accurately sitting guard in a large elm tree near the center of the grove. She called out, "Hey! Company!" Then she looked into the night trying to find a good target to hit with a spell or dagger.

Enkantra rolled over from her sleeping bag and tried to get behind the flat rock close by while Courtney raised her hands and started a spell. Robin was reaching for her lute and searching with her mind when the band surrounded them.

As Lyn looked down on her friends surrounded she heard a rustling behind her. Oh no, not more of them. She turned, but instead of orcs she saw a lone man with chestnut brown hair and a green homespun robe walking in with a huge staff or cudgel in his hands. He walked as if his sandals knew the path to exactly where he was going in the dark, and his voice rang out clean and clear in the night amidst the grunts and snorts of the orcs.

"Not tonight. You're in my woods, and for that you must go through me first."

He slammed his staff into the ground and the entire grove lit up with the light of day. He said, still in orcish, "Leave now or face me."

A muscled and scarred orc grunted and walked toward the man. The robed man shrugged his shoulders, then swung the staff. A thunderclap rang out, and the orc fell back clutching his face.

Another orc approached, battle axe raised. The man said, "I warned you. Face judgment."

The man reached out and tapped the orc with the stick, and then the orc wasn't there. A rabbit sat where the orc was before, nestled in the orc's armor. It struggled out of the battered scale shirt and ran into the bushes.

The man said, "Who's next? I'm sure all of you have something to answer for."

The orcs knew when they were in over their heads. They turned and fled.

The man looked, then said, "Welcome to my forest, noble ladies. I think you can go back to sleep now. I'll keep an eye on things."

He sat down on the flat rock, his staff beside him, and the four women relaxed, knowing that with that staff in his hands they were safe.

* * *

It's an iconic image – the hermit living in the woods, sandal footed and in a coarse robe, with wild hair. And it's not the same without a gnarled staff in his hands (or her hands, though women are more often thought of as witches than hermits). But like the wizard's staff AD&D didn't really make room for the druid's staff.

Shillelagh. (pronounced shih-lay-lee, for those of you not of Irish background or familiar with the term). The word evokes a sense of mystical power. Leprechauns are reputed to have them. Their legend speaks of magical power coupled with a stout heft great for knocking sense into those who cross the bearer of such a formidable staff. They're often depicted as an elongated club, with a thick head and a smaller end, polished through long use into a smooth wooden implement with great beauty in their grain. They're not just a tool, they're a beloved symbol of the fierce independence of the woodland hermit.

Yes, the druid spell lists have a spell of this name. But it doesn't reflect the lore and history of the shillelagh. For one thing it's a temporary enchantment, not something that reflects the vast history of this noble tool and weapon nor the long association with it the druid has.

A druid's shillelagh is his or her primary weapon. It is a weapon of power, growing as the druid increases in power. But unlike most other magical weapons it only maintains power as long as the druid lives. A dead druid's shillelagh is not without power, but what it can do is limited, as outlined

below. But while the druid lives this weapon is one to be reckoned with.

First, the weapon itself:

Cudgel

Unit size:	Each
Price:	0gp
Encumbrance:	25 gp
Length:	2' to 3'
Width:	4" to 10"
HP/DP:	n/a
Damage (S/M):	1d6+1
Damage (L):	1d4
Speed:	6
Rate of Fire:	-
Range (S):	7' to 8'
Range (M):	9' to 10'
Range (L):	11' to 13'
AC/AC Mod:	0
THAC0:	0
Storage Cap:	0
Category:	Arms - Mass weapons
Where Found:	Woodworker
When Found:	Primitive
Zone:	Any

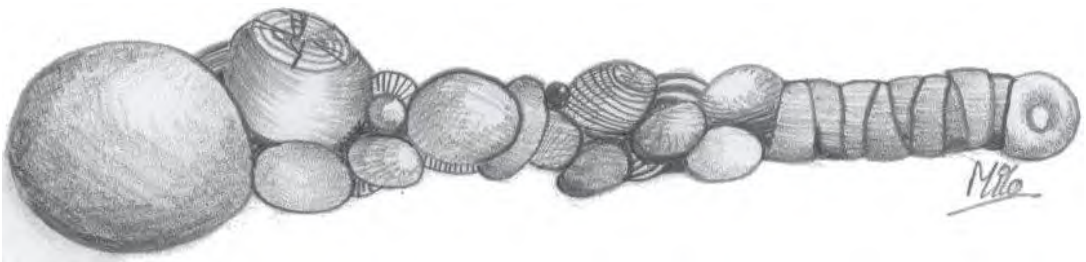
Description: A large club that often doubles as a walking stick, sometimes also called a shillelagh.

Adjustments vs. Armor Class

AC:	0	1	2	3	4	5	6	7	8	9	10
Adj:	-6	-5	-4	-3	-2	-1	0	0	1	1	2

* * *

And now for the enchantments that make the above weapon such a force to be reckoned with.



Shillelagh I

Level:	Druid 1
Type:	Alteration
Range:	touch
Duration:	permanent
Area of effect:	1 staff
Components:	V, S, M
Casting Time:	special
Saving Throw:	N/A

This spell converts an oaken club or cudgel into a weapon much more effective in the hands of the druid. Only the druid who crafted it can wield it, all others will find it unbalanced and use it at -4 to-hit.

The casting of this spell enchants a specially prepared staff. The druid must find a tree struck by lightning or locate a dryad who is willing to give the druid permission to remove a branch from her tree for the protection of the forest. In both cases this must come from an oak tree, though the variety of oak is not important.

The druid takes the staff, carves the head into as smooth and even a surface as possible, roundness being important, though not exactly a globe. Some bumps and other irregularities are fine. The druid uses fine grain sand to polish the end of the staff and strips the bark away from it to form a handhold. The foot of the staff is cut straight to form a smooth base end. The druid also strips away all limbs and branches, and may remove remaining bark if he or she wishes.

At this point the staff is ready to be empowered, and the druid casts this spell on the staff in a sacred grove or in a sacred pool under a new moon, and this must be done between the vernal equinox and midsummer. The casting goes on every night for two weeks, culminating at the full moon. The staff is wrapped in mistletoe for this casting, and in the process of the two weeks required to cast the spell the mistletoe fades into the wood, becoming faint tracings in the grain. The staff becomes +1 to-hit and damage.

The druid may cast a **Faerie Fire** spell once between rest periods. The druid may also, at a command, cause the staff to manifest a flame shaped glow that illuminates like a torch but doesn't burn. All spells either stored in the staff or cast from the staff through its property as a spell adder are cast instantly, with no speech, gesture, or components required, as their power is stored in the staff. (See Catching the Magic in this issue for more on spell adders) This spell is cast once per each staff and a Druid may only have one staff at a time.

The casting of this spell costs the Druid one spell of first level as long as the staff exists. The staff enchanted with **Shillelagh I** is impervious to damage from natural toxins and wood eating creatures. The staff detects as magical. The druid may dispel the staff at any time after which it becomes a normal piece of wood, forever unusable as a Shillelagh again.

Note: The Shillelagh is unable to hit creatures who can only be hit by magical weaponry, e.g. Wraiths, lesser demons, etc. unless greater mistletoe is used in the enchantment. This spell replaces the Shillelagh spell in the druid spell lists.

Hammerstrike I

Level: Druid 2
Type: Invocation
Range: Touch
Duration: 1 round/level
Area of effect: 1 creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: N/A

When cast this spell causes all attacks made by the recipient to do double weapon damage.

Shillelagh II

Level: Druid 3
Type: Alteration
Range: touch
Duration: permanent
Area of effect: 1 staff
Components: V, S, M
Casting Time: special
Saving Throw: none

The staff empowered with this spell gains +2 status in respect to damage and hit probability. In addition, the druid may implant one 2nd level spell in the staff, to be cast once between rest periods. The staff is impervious to breath weaponry, falling damage and gaze effects. The staff must have been previously prepared with **Shillelagh I**, and this spell costs the druid a 3rd level spell for as long as the staff exists, plus a 2nd level spell if one is implanted. In all other respects this spell acts as a **Shillelagh I** spell.

Thunderstrike

Level: Druid 4
Type: Evocation
Range: touch
Duration: 1 round
Area of effect: 1 creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: 1/2 damage

When a creature under the effects of a **Thunderstrike** spell hits a target, that victim suffers an additional 1d4 per level of the druid in damage, save for half damage. If the druid is using his or her Shillelagh then the target takes one 1d6 per level of the druid, and in all cases this is in addition to any weapon damage done.

Hammerstrike II

Level: Druid 5
Type: Invocation
Range: touch
Duration: 1 round/level
Area of effect: 1 creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: N/A

When cast, **Hammerstrike II** causes all attacks made by the recipient to do triple weapon damage.

Shillelagh III

Level:	Druid 5
Type:	Alteration
Range:	touch
Duration:	permanent
Area of effect:	1 staff
Components:	V, S, M
Casting Time:	special
Saving Throw:	N/A

A continuation of the **Shillelagh** series, this spell imparts a +3 status on the staff, stores a 4th level spell, costs a 4th and 5th level spell, and makes the staff impervious to magical fire, frost, and polymorph. All spells 3rd level or lower also no longer need components to cast them, and the staff acts as an additional spell adder for one spell each of first to third level.

Shillelagh IV

Level:	Druid 6
Type:	Alteration
Range:	touch
Duration:	special
Area of effect:	1 staff
Components:	V, S, M
Casting Time:	special
Saving Throw:	N/A

This addition to the **Shillelagh** series gives the staff +4 ability, stores one 5th level spell, costs a 6th level spell, and makes the staff immune to undead and any creature that walks on the earth, flies in the air, swims in the seas, digs in the ground, or dances in flames. The druid may change the size of the staff on command, up to 1-1/2 times original size, or 1/10th original size. When the druid shape shifts, the staff will automatically change with the druid, and the druid may use the powers of the staff while in animal form. The staff also eliminates components for casting 4th level spells and acts as a spell adder for one fourth level spell, one third level spell, two second and first level spells, and grants the ability to cast orisons at will.

Shillelagh V

Level:	Druid 7
Type:	Alteration
Range:	touch
Duration:	special
Area of effect:	1 staff
Components:	V, S, M
Casting Time:	special
Saving Throw:	N/A

The **Shillelagh V** spell takes one month to cast, starting on the first full moon after the vernal equinox and ending on the following full moon. Greater mistletoe is required for this ritual, as no other component will do. it imparts +5 capability, costs a 7th level spell, conveys total immunity to anything except the druid's god on the staff, and gives the druid the power of Judgment. If the druid so wishes, any creature touched with the staff who has committed an act against nature will be polymorphed into any type of creature the druid can change into. This "unnatural act" must have been committed in the druid's woods. The druid can dispel the polymorph at any time. The creature gets a saving throw at -4, and if he or she succeeds, he or she is not polymorphed, but he or she fights at a -5 due to fear of judgment while in the woods. This spell also enables the druid to use ESP (per the spell) within his forest on sight with concentration a number of times per day equal to the druid's level. Finally the staff acts as a spell adder, granting one fifth level spell, two each of fourth and third level spells, three second and first level spells, and unlimited casting of orisons. Spells sixth level or below no longer require components to cast. the use of this spell is highly monitored by the druid's deity.

The Shillelagh After the Druid's Passing

The power and residual effects of a shillelagh after the druid is no longer living depend on how much power it had when the druid died. This has to be a final death – spells and divine intervention have been tried to no avail, so the druid is gone and won't return.

The staff with a **Shillelagh I** spell just returns to a normal staff. It resists any attempts to enchant it, but other than that it will burn normally and is subject to normal decay. It attacks as a club ever afterward.

The staff imbued with a **Shillelagh II** spell will, when thrust into the ground, grow, putting down roots and extending branches . It is also impervious to enchantment.

Druids seek the staves of druids bearing the **Shillelagh III** spell, as five or more placed around a grove will protect the grove. They too grow into trees, growing at double the normal rate and providing a barrier to unnatural forces. Demons and devils below the named ones cannot appear within the circle, and all creatures normally hit by magical weapons only are hit normally within the circle if the number of such trees protecting the circle is equal to the plus required to hit minus four. (So any circle renders creatures normally hit by +1 weapons capable of being hit normally, while it would take a circle of eight trees or more to render a creature hit by +4 weapons susceptible to damage from unenhanced weapons.) The grove is also more temperate, with a 20° improvement either way in its temperature and a 20mph reduction of normal wind. Plants in the grove also always grow and prosper.

The staff of a druid bearing a **Shillelagh IV** spell grows into a tree at four times the normal rate. Such staves will automatically attract dryads, and they are natural lightning rods, suffering no ill effects from a strike. They are also impervious to fire damage, engulfment, and strong winds. If such a tree is left after a fire it will produce ten times the normal acorns. Such trees also have all of the positive qualities of Shillelagh III trees in regards to their protective abilities, though they count as two trees for what creatures can be hit with normal weapons. Any tree of this type or those descended from it will not take magical enchantment by magic-users or subclasses of that profession, but can be used as shillelaghs by druids or to make magical instruments for bards and minstrels.

Planting a **Shillelagh V** empowered staff in the ground produces a full grown oak tree in four hours. This tree will turn the space around it into a grove, drawing druids to its space, and giving them a desire to find staves to use as border guards for the grove. This tree is impervious to lightning, fire, engulfment, and high winds, and also will remain standing through earthquakes. With such a tree in its center no demon, devil, deva, or other outer planes creature can be summoned into the grove, and all creatures within the grove can be hit by normal weapons. Anyone forced to touch the tree will relive any harm they've caused to the forest in which the tree resides, but from the target's point of view. This tree is always protected and cared for by a dryad of half again the normal hit dice. A tree of this type brings prosperity to a ten mile radius around it, both for plants and creatures, and touching it cures infertility in any animal or person. Finally, touching a tree of this type returns a person to their natural state, so it negates magical blindness, deafness, magical illnesses, magical gender change, love potions, and curses from organic materials. It will not negate curses from spell casting, remove quest or geas spells, negate the curse from cursed weapons, or cure poisons. However, grinding a handful of acorns and making an infusion in strong alcohol will cure natural poisons, though it will do nothing against toxins compounded by alchemists and assassins. (So it can counter a spider bite or snake venom, but not something made in a laboratory.)

Note that a high enough level druid could make a new staff each year and pepper the countryside with these trees, except that the druid has to die for any of the power to be retained. Shillelagh III groves number in the tens, while Shillelagh IV groves are but a dozen or less, and the trees stemming from a **Shillelagh V** imbued staff are under four in any given wood. These are pilgrimage sites, and are protected and regulated by the druids as holy sites.

So there you have it, the staff of the druid. It's part staff, part club, and part spell focus and magical tool. It's best not to cross the druids if they walk in carrying a gnarled stick.

Creature Feature I: The Chihuahuasphinx

by Lee Connor
with notes and AD&D conversion by Nicole Massey

Jod grumbled to Kara, "What are we doing here? I thought we were seeking some treasure."

Kara nodded, the tinkling of bells in her long Mohawk clear in the dry desert air. "You want to spend all your time fighting things while Score and Smith are stuck back at the castle guarding all our stuff?"

"No, but I don't see what that has to do with traipsing through a desert at night."

Kara sighed. "We're traipsing through the desert at night because you'd melt in that armor if we traveled by day. But we're almost there, and just in time, because dawn approaches."

She pointed ahead of her, and the brawny warrior looked up to see an oasis ahead.

"Our destination," Kara said.

Behind them Tom said, "So, what is it we're here for?"

Kara said, a sly element to her voice, "Guards. Very good ones. A special kind. You'll have to see them for yourself."

Jod said," Good, As long as I can sit down."

Kara entered the oasis and found the pool at its center. She drank and motioned the others to do so, then she looked around. "They'll be here soon. Time to get ready. Don't try to follow what I say, it'll be too fast to understand."

She planted her staff, its crystal ball at the top glowing with arcane power, and Kara uttered a stream of jumbled, nonsensical words that fell dead in the air. She then began to blur, her actions looking jerky and sharp.

She called out, "Listenupallchihuahuasphinxe sandhearofmypowerandglory andofthetreasureicommand!"

Jod looked at Tom and said, "Say what?" Kara's words were a blur.

Tom nodded. "Haste spell. Makes her sound like someone from one of the small kingdoms. Look."

Several small creatures flew around her, with dog-like heads and forelegs, cat rear ends, and parrot wings. As Kara spoke they lined up on the trees, on rocks, and on the ground.

Jod said, "I'm going to sleep. Wake me if they try to eat us or she finishes what she's doing."

As Jod snored and Tom tried to make sense of Kara's words the little creatures responded, themselves sounding like high speed versions of small kingdom folks. Kara didn't stop to take a breath, at least not that Tom saw, she just plowed on, and after about ten minutes Tom noticed some of the creatures landing by her feet.

By the time she was done she was dripping with sweat, all of the little creatures, at least two dozen, were huddled around her. She sat down next to Tom and said, "Whew, it was iffy there for a bit, but I managed to convince them. They'll come with us."

Tom said, "Is that good?"

"Excellent. You'll find few better guards for treasure. Let's rest and then head home after dark. Score and Smith will be happy to get out again."

Tom nodded, "Not that you'd ever hear any complaint from Smith. Or anything else for that matter."

Chihuahuasphinx

Frequency: Very Rare
No. Appearing: 3d4
Armor Class: 2
Move: 15"/36" (24"/48" for Greyhound sphinxes)
Hit Dice: 4+4
% in Lair: 100%
Treasure Type: Incidental
No. of Attacks: 3 or 5
Damage per Attack: 1d6/1d3/1d3 (1d3/1d3)
Special Attacks: Rear attack
Special Defenses: Nil
Magic Resistance: Nil
Intelligence: Very (11-12)
Alignment: Chaotic Neutral
Size: S (1' tall)
Psionic Ability: nil
Attack/Defense Modes nil
Level/xp. Value: 650+5/hp.
Climate: Tropical/Desert or special
Organization: Pack
Activity: Day
Diet: Carnivore
Morale: Champion

Chihuahuasphinxes are a rare magical breed specially designed by an ancient wizard to guard his treasure. They have the hindquarters of a Siamese cat, the wings of a parrot, and the forelegs and head of a Chihuahua. They can all speak common and sphinx, (however they speak very rapidly). They have very small, sharp claws that inflict 1d4 damage per attack. Their bites are very sharp and rip the flesh that they bite, inflicting 1d6 damage. On their initial attack they will fly towards the back of their target and land ripping with all four claws and their nasty bites. Due to their silent and rapid movements Chihuahuasphinxes gain +4 on any attack to a target's back. They always attempt to attack from the rear, and if there are three or more, at least one will get a rear attack each round.

To summon them the magic-user must locate a typical habitat for the creatures (usually by consulting a Druid, Ranger, Scout, Witch, or Sage) and parley with them to gain their cooperation. To understand their speech, the magic-user must cast a haste spell upon himself or herself. The magic-user must then weave a tale stating his or her prowess, exploits, and spectacular effects of his or her magic. The little creatures must then be regaled with tales of the splendorous treasure to be guarded. The creatures then roll a saving throw vs. petrification, modified by -1 for each four levels above 11th the magic-user has. A failed save indicates that they are beguiled by the wonders of the magic-user and that they will go with him or her to guard the treasure.

Chihuahua sphinxes will attack anyone entering the treasure room who is not protected by the magic-user they serve. This protection is as simple as the wearing of the magic-user's blazon or words spoken to the Chihuahua sphinxes that this person is not to be attacked. Anyone accompanying the magic-user is also safe from attack, though the magic-user may order them to attack someone and gain the expected results. They are not particularly loyal to anyone who feeds them, instead owing all allegiance to the master.

Chihuahuasphinxes are intelligent enough to learn special signals and command words.

These creatures are not affected by summoning, charm, or other spells specifically geared towards animals, though they can be animated by an animate dead animals spell cast by a Druid or Necromancer.

Other varieties exist, like pomeranisphinxes, maltesphinxes, minpinsphinxes, terriersphinxes, pekeneesphinxes, and other similar creatures derived from toy breed dogs. No poodlesphinxes have ever been seen, however. Versions from other breeds have personality traits indicative of the breed, so a pomeranisphinx would be less aggressive but more intelligent and with more of a "big dog" attitude while a greyhoundsphinx would move at a much faster speed and a minpinsphinx would show a complete immunity to fear.

Creature Feature II: Ecology of the Bereaver

by Bryan Fazekas

Hal thumped the table to emphasize his point, "And THAT is how to kill an ogre!" Someone placed a fresh tankard in front of the old duffer which he quickly lifted with his left hand, nodded his thanks to his benefactor, and slurped half of the ale noisily down. He was well into his cups and it was early afternoon. An old adventurer missing his right eye and half of his right arm was well entitled to enjoy his cups as often as possible. Telling tales until he was too drunk to talk coherently helped to keep the cups replenished. The mixed crowd around his normal table boded well for more drinks.

A half-grown boy asked another duffer sitting at a nearby table, one not quite as old as Hal nor as weather beaten. "Trajan, did you ever fight an ogre?"

Hal glared first at the boy and then at Trajan, enflamed that his glory might be stolen. The boy was oblivious but Trajan smiled back at Hal's one-eyed glare and spoke softly. "Yes, David, I fought ogres, but Hal already told you best. If you do what he said and manage to not get killed first, you'll certainly win against an ogre."

Several snorts of amusement from the audience meant a few people understood the ironic humor of the reply. Still oblivious the boy pressed the retired adventurer further, "What have you fought?"

Hal chugged the remainder of his ale and was of mind to dress the boy down for stealing his thunder, and more importantly, more free drinks! He belched thunderously, looked owlishly around the table, and decided to tear a stripe off the boy's back. Right after a short nap. Hal nestled his head on his folded arms and started snoring softly.

Glancing amusedly at his suddenly sleeping compatriot then at the crowd that shifted to surround his table, the old man replied, "In my day I fought a lot of monsters. The most interesting was the magical construct called 'bereaver' by wizards and other spell casters."

"Interesting?"

"That means scary." The old man laughed.

David brightly piped up, "More scary than an ogre?"

Trajan realized, not for the first time, that the boy had no idea what scary was. "FAR more terrifying than an ogre!" He sipped his wine and continued, "There were six of us. My right hand partner Etjar, a better friend than any of you will ever have. Adelf, an elven scout." He sipped again. "An exiled wizard, and a couple of young dwarves looking to make a reputation."

"We were exploring the tunnels below the wizard Ar-Rul-Val's ruined tower ..."

* * *

Trajan shuddered. The hallway was wide and the ceiling was high, vaulted an easy 10 feet above his head. But the hallway was deep beneath the ruins of the ruined tower and the oppressive atmosphere made it feel narrow and restricted. The weight of being so far underground was palpable. He was generally fearless and certainly not claustrophobic, but something about this maze of tunnels awoke an ancient fear. They had been in narrower and deeper places that didn't have this feel.

Ahead of him the elf Adelf tread slowly and carefully. An excellent scout, his tall, thin, and wiry frame remained generally relaxed no matter how bad the situation. Here? "*This place must be getting to him, too*", thought Trajan. Adelf's shoulders were tight and when he turned to glance at the walls his normally exceptionally good looks were marred by tension, making him oddly hideous. Instead of his usual sliding glance that covered a room all at once, his eyes darted around fearfully.

Looking forward, up, down, and left all at once, Trajan didn't look to the right. His right-hand partner was there, covering his section. Etjar always did his duty. Etjar, who was even bigger than Trajan's 6 foot plus, and possibly more fearless than Trajan who had a reputation for having ice water in his veins. The combined light of their magical

swords illuminated up to the ceiling and 30 feet in front of them ... leaving everything beyond in an oddly frightening gloom. Odd to Trajan anyway.

Senses stretched to their max Trajan could hear the nearly silent tread of Marissa behind him. As per her habit, she was out of sword range. Once a backswing had accidentally slashed her cheek. Never beautiful, the resulting scar had not done her any favors, nor had she forgotten who inflicted it. Funny that she didn't remember whose fault the cut really was. "*Bitch*" he thought. "*One of these days her bitchiness is going to overrule her usefulness*."

Adelf stopped suddenly, causing Trajan and Etjar to close distance on him before they, too, stopped. The hallway ended with double doors sized for an ogre marring the center of the smooth stone wall. Once gilded, the door was defaced with odd scratches.

Adelf stood where he was, drinking in the details of the door before moving closer. "*A cautious one, that one is*," Trajan considered. The elf drank in the wall and doors for a very long minute. Then another.

A high pitched, strangled scream came from behind. Spinning, Trajan saw that the two newest members of their group had failed their charge. The back line's job was to keep anything from sneaking up on them. In this the dwarves failed, evidently their attention had wandered to the door instead of watching the gloom behind them.

The first would never learn that all important lesson. A bulky figure, a man-shaped thing whose rolls of fat were covered with pasty white skin clubbed the young dwarf with fists like battering rams. His torch arced up to the ceiling from the force of the first blow, while the second slammed him against a wall with a sickening "crunch". He toppled to the stone floor leaving a patch of gore on the wall.

The thing rounded on the second dwarf. This youngster may have wandered from his duty but his reflexes were up to the task. Dropping his torch he yanked a glowing dagger from its sheath while slashing with his sword. Dwarven muscles powered a telling blow that slashed open what would have been a human's ribs. Following up with the dagger he slashed at the arm.

The glow of the magical dagger snuffed out like a match in water, gone in an instant.

The slash would have opened a human's arm to the bone but barely scratched the pasty flesh. In return the thing punched him with enough force to bounce him off the wall, sprawling him bonelessly to the floor. He too, left a patch of gore on the opposite wall where the back of his head struck. Still alive he struggled to his feet.

Marissa cast a short spell and sent three spikes of bright green radiant energy lancing into the thing. She gasped – expecting three charred-edged holes in the white flesh, instead it absorbed the bolts, and a moment later the ugly slash opened by the dwarven sword closed almost completely.

"*Magic heals it?*" the wizard thought in horror.

The thing clubbed the dwarf as he reached his knees, slamming him back to the stone floor. A CRUNCH of bones breaking said that the dwarf would not get up again soon, if ever.

Rounding on the wizard the pasty thing clubbed at her, striking with both fists. Thankfully the blows were glancing ones or she would have died as instantly as the dwarves. The raw scream wrenched from her throat shook Trajan from his shock. She crumbled to the stone floor in a ball, another scream peeling from her tortured throat.

Etjar reacted first, throwing himself across the intervening space to skewer the pasty attacker before it could strike the downed woman. Like the dagger before it the magical light of the sword snuffed instantly upon touch and instead of puncturing the thing it merely drove it back a step from the force of the lunge. Its return swing missed Etjar, instead hitting the sword as he withdrew, hitting with enough force to spin him in a circle, thankfully out of its range.

Trajan flicked a heavy dagger across the space, burying it to the hilt in the thing. His brains scattered from being flung around, Etjar still managed to lunge again. This time instead of skittering off the thing's skin it plunged in true to the hilt!

"It eats magic!" Trajan cried out. Sheathing his sword he yanked two more daggers and launched them, one after another. Each struck true although both passed closer to Etjar than his right side partner would have appreciated.

Unfortunately for the human, Etjar's lunge had been off balance and he collapsed against the pasty creature. Ignoring the daggers in its side it wrapped its arms around him in a grotesque hug. Etjar's snapping ribs echoed through the hallway.

Time froze. The vision of Etjar in the grasp of that grotesque *thing* burned into his memory. The shocked look on his best friend's face as his chest was crushed and the bright light of those eyes dimming.

Trajan froze, unable to move. An eternity passed as he watched Etjar crushed.

Marissa groaned in agony. That sound was enough to break the trance that locked Trajan's mind and muscles.

As if waking up from a trance, Trajan realized for the first time that Adelf had fled in the first moment of combat, somehow making it around the fight without being noticed or impeded. "*Just like that elf to run out on us*!" he thought.

Etjar groaned. "Run," he said feebly. "Marissa …"

Time froze again for Trajan. His best friend told the soldier to run, to take the woman and leave him to die. The thing flung Etjar aside, his groan of agony as he hit the wall burned into Trajan's memory.

Marissa groaned again, waking Trajan from another eternity that lasted about three seconds. Looking at the woman he made a decision he knew he would regret for eternity, yet the only decision he could make. The soldier reacted like a soldier, his body doing what the situation required without the interference of thought. Flinging his last two daggers at the thing as it charged him, Trajan evaded it, scooped up the sobbing woman and bolted, leaving his best friend to die.

* * *

Eyes shining, the boy was on the edge of his seat. "What did you do next?"

"When she recovered Marissa told me that thing pulled two spells right out of her mind, slurping them up like you or I would eat soup. Her master had told her of things like this - bereavers, magical constructs made to eat magic."

"How can you kill something like that? Can you kill it?"

The old man looked down at the wooden floor. The story brought back memories that he would rather not revisit. Children had no concept of what it was like to leave behind your best friend. "Yah, things like that can be killed. Maybe destroyed is the right word, since they're not really alive." Sipping his wine he continued, "Marissa and I used ourselves as bait. Her spells and my sword."

An older man interjected, "Bait?? You went back in there?" The faces of the audience were mostly incredulous.

Trajan looked down at the table, his shoulders slumped. Taking a larger sip of wine he said, "Etjar's body was there. I owed it to my best friend to give him a good burial and to even the score with his killer."

He looked up from his cup, his steely gaze pushing his audience back. "We went back in ... with a dozen bowmen." A glint filled his eyes, one that made some of the more knowledgeable wonder about this old man. "Marissa and I lured it into range and they filled it with arrows like it was a pincushion. Took 30 arrows to kill it. In the end it puffed up and then deflated, dissolving into a cloud that burned the eyes and made us choke."

"Yah, we destroyed it and gave Etjar the burial he deserved."

"What kind of treasure did you find?" the boy nearly shouted, all bright eyed and bushy tailed thinking about brave deeds and great treasure. "Did you ever find the elf?"

"Those are stories for another day, David."

"But, but, but," he gulped "I want to know!!!"

"Tomorrow I'll tell you more tales after Hal takes his nap."

* * *

Bereaver

Frequency: very rare
No. App.: 1
Armor Class: 0
Move: 12"
Hit Dice: 7 to 11
% in Lair: nil
Treasure Type: nil
No. of Attacks: 2
Damage/Attack: 1d10, 1d10
Special Attacks: de-magic touch
Special Defenses: absorb magic
Magic Resistance: 170%
Intelligence: non-
Alignment: Neutral
Size: L (5'-6' tall)

Appearance:

The first sight of a bereaver typically frightens the viewer, for this man-sized humanoid creature possesses a skin of a ghastly grey hue, one not normally found on anything but a week old corpse. It appears grossly overweight, with bulbous fat sacs all over its body, including the hideous face. Most creatures' first instinct is to run, and for spell casters or those with magic items this is good advice indeed!

Combat:

Bereavers immediately attack spell casters and creatures carrying magic items. They always target the one with the most powerful magic and will fight through other creatures to get at the most powerful magic, although if multiple creatures have roughly the same magic it will generally choose the closest one.

Striking with its two fists, the bereaver inflicts 1-10 points of damage per strike. Any round in which both fists hit, 1 to 4 randomly selected magic items or spells may be drained of magic. Items must save vs. Disintegrate or be drained of all power; spell casters must save vs. Death Magic or have the spell stripped from their mind. If multiple spells are selected the victim must save separately for each one. Magic items remain a serviceable item of their type (if appropriate) and spell casters can regain their lost spells through their normal process (studying or praying).

Note that the strength of the bereaver affects the saving throw:

HD	Saving Throw Modifier
7	-1
8	-2
9	-3
10	-4
11	-5

The absorbed magic gives bereavers greater power, adding hit points that restore damage and can increase their power. Hit points are gained from the absorbing of the power, increasing the bereaver's hit points with no known limit. Note that points above the bereaver's maximum drain away at a rate of 1/turn until the bereaver is at the maximum value for its hit dice. As magical constructs they don't heal normally -- absorbing magic fulfills this function for them.

The hit points gained by absorbing the power of magic items and spells is as follows:

Item	hp Gained
spell	1 hp/level
weapon or armor	3 hp + 1 hp/plus
scroll	1 hp + 1 hp/spell
potion	1 hp
rod, staff, or wand	3 hp
ring	3 hp
misc. magic item	2 to 5 hp (DM's discretion)
intelligent items	hp for item + 8 hp

Note that at the DM's discretion certain more powerful objects may impart additional hp to the absorbing bereaver. Also note that artifacts, relics, and other certain powerful objects may not be subject to draining, but through prolonged contact a bereaver will absorb some magic from the item, restoring lost hit points and growing the bereaver's strength.

In addition to absorbing the power of magic items and spells in memory, bereavers can also absorb the energy of cast spells. This includes individual spells such as **Magic Missile** and **Charm Monster**, as well as area effect spells such as **Fireball** or **Flame Strike**. In the case of an area effect spell the spell will execute as expected but the bereaver will "suck in" the power and the effect will disappear. In the case of damaging spells such as Fireball other creatures in the area of effect will suffer minimal damage, e.g., 1 hp/die or no damage if a saving throw is made.

Any spell cast within 3" of a bereaver or which include the bereaver in the area of effect may be absorbed. Check the bereaver's magic resistance against the spell -- a successful resistance check indicates that the spell has been absorbed. If not, the spell will function normally.

Note: Being mindless these creatures are immune to charm, possession, or illusion spells, or any that affect the mind. However, they are subject to the effects of all other spells that successfully execute.

Also note that bereavers possess an unprecedented resistance to magic. Their 170% resistance means their resistance is based upon 18th level magic, not the typical 11th level. Spells cast by any spell caster below 19th level automatically fail and are absorbed by the creature.

These magical constructs gain hit points from cast spells the same as they do spells drained from a spell caster's mind.

Magic weapons do not function properly against these terrible monsters. Instead of adding the plus of the weapon to the "to hit" and damage rolls, the value is subtracted from it. Thus when using a +3 weapon a fighter subtracts 3 from each attack roll rather than adding it. If using a cursed weapon the minus value of the weapon applies to both the "to hit" and damage rolls. In any case a minimum of 1 hp of damage will be inflicted by a successful hit.

Note that any magical weapon or other item striking a bereaver must save against the absorption (see above) or have its magic drained. This is in addition to the possible 1-4 items that may be drained each round.

Habitat/Society:

As non-intelligent magical constructs, bereavers have no society. They do not eat, sleep, or breathe. They may be found in any environment, including under water or in a vacuum. They otherwise conform to the normal of humanoid life, e.g., excessively high or low temperatures will burn or freeze them. In the case of burning they are destroyed; for cold they freeze until defrosted.

Note that strong magical locations will attract a bereaver, and it will not leave the vicinity, apparently absorbing background magic while not being capable of draining the magic.

Ecology:

The origins of the bereaver are unknown, as is the motivation of any intelligent creature for creating such a monstrosity. No tome or treatise for creating a bereaver is known to exist.

Bereavers do not eat or breathe, but apparently absorb magic to maintain themselves. The least powerful known is 7 HD, while the most powerful is 11 HD.

They can increase in strength -- should a bereaver absorb enough magic to increase its hp total to more than 24 points above its normal maximum its HD will increase by 1, e.g., a 7 HD bereaver normally has a maximum hit point total of 56. Should one increase its total to 80 or more it will become a 8 HD monster with corresponding maximum hit points. 11 hit dice is the known maximum.

When killed (reduced to 0 hp or less) the monster immediately breaks down into a grey mush, which stinks terribly (treat as Stinking Cloud) and turns to dust in 1 turn. No known use for the remains has been discovered, and all means to preserve it fail.

It has been reported that a spell caster whose spells were all absorbed but wasn't killed by the physical damage transformed into a bereaver, but this is hearsay and considered unreliable.

Variants:

Bereavers are all within the Medium size range (5' to 6'), and while ghastly looking, certainly do not look exactly alike. Those of greater than 11 HD and/or capable of absorbing more than 4 items/spells per round have been reported, but such reports have not been substantiated.

Experience Point Values:

HD	DMG XP	LL XP
7 HD	1,475 + 8/hp	2,275 + 10/hp
8 HD	2,275 + 10/hp	3,500 + 12/hp
9 HD	3,500 + 12/hp	5,250 + 14/hp
10 HD	5,250 + 14/hp	6,450 + 15/hp
11 HD	7,650 + 16/hp	7,650 + 16/hp

Author's Note: By my count the bereaver has 3 SA and 5 EA. I use Len Lakofka's 5% tables for XP calculations, *as published in the Dragon in the mid-80's. The above table shows the differences between the two methods, and it's interesting that the 11 HD are the same while the others vary by a constant amount. A version of Lenard's tables is available on my web site:* http://www.bkfazekas.com/add/

Guild Sword

by Ian Slater

A **Guild Sword** is a **+1, +2 Against Non-Thieves**.

This sword has a symbol engraved at the base of the blade, just above the hilt, that is associated with a particular thieves' guild. The symbol has two functions, one magical, one not. First, if the blade is stolen from the user the symbol delivers an electrical shock doing 3d10 damage (save for half) to the thief.

Two, when any member of the guild views the symbol they will generally treat the wielder as a powerful guild member and do what they can to aid the wielder. This special treatment is associated with a specific guild, and in game terms implies that the thief would not be attacked by any guild members except under extreme circumstances, and the wielder may expect support from the guild if it is asked for (DM's discretion on how much help is offered). Thieves from other guilds will react in varying ways, some will view the wielder as competition, some as a potential ally, some neutrally (DM's discretion).

The thief must cultivate the relationship with the guild over time to get the greatest benefit from possessing this weapon, and it will be coveted as a status symbol by all guild members. A low level thief that possesses a guild sword would be regarded as a talented and promising burglar deserving of begrudging respect for their skill in obtaining one, a high level thief with one would be viewed as a veteran rogue who has earned their sword and is thus formidable.

It is traditional to steal a guild sword from another thief to obtain it, and anyone who has had a guild sword stolen from them will lose face with the guild in question until it is retrieved. Only thieves may use **Guild Swords**.

Sword type (1d6): 1-2 short, 3-4 broad, 5-6 long. GP value 18,000; XP value 2,000

Friend or Foe: Quaven Renquist

by Andrew Hamilton

Description

Of average height (5'9"), build (150 lbs), and looks, Quaven Renquist is getting on in years, (early 50s), and whilst his short hair and manicured beard have greyed; his eyes and intellect remain razor sharp . Well educated, mannered, and dressed, Quaven is every inch the successful scholar. He is well known as an expert in antiquities and history, and many an adventurer has Quaven to thank for deciphering a treasure map or helping unlock a magical mystery. He is also well known in the upper-class social circles, where his wit and wisdom is welcome at balls and galas.

Quaven loves his role as a socialite, enjoying the company of aristocrats, nobles, wealthy merchants, and guildsmen, believing them much better company than adventurers and common laborers. He is free with his coin, and is well-known (and his business greatly valued) by the best tailors in town. He wears splendid clothing made of the finest cloth, often embroidered with silver or gold thread. Despite his taste for expensive clothes, he wears only two simple rings (both magical), and a plain golden chain about his neck (125 gpv).

In truth, Quaven sinks nearly every coin that he has into keeping up appearances, maintaining his home and office (a three story townhouse, in the most affluent neighborhood), and adding to his collection of rare books. Quaven is immensely egotistical and vain, although wise enough to not let it overly show. He believes that not only is he more intelligent than everyone else, but he is more deserving. While Quaven has a magical source of funds (his **Everfull Purse** creates 26 sp, 26 ep, and 26 gp daily), he is a spendthrift, and purchases expensive books, eats the finest foods, drinks the finest wines, buys the finest clothes, hires the most expensive escorts, etc.

His free-spending ways and taste for the finer things in life have Quaven constantly pursuing more wealth, thus he is always on the lookout for business. Quaven is mercenary in his dealings, and thinks nothing of overcharging clients, or low-balling the value of books brought to him.. Quaven will sell his spells to magic-users, despite secretly hating magic-users – possibly related to some long ago incident at an academy or while learning under a master. Quaven is tight lipped about his past, but he learned magic somewhere.

Quaven collects books, and is well known to the booksellers in this city and neighboring cities. His library is huge, the envy of many sages and arch-mages; Quaven keeps the doors and windows to his town-house wizard-locked, has a number of fire traps, and the best locks that money can buy (not to mention many poisoned needle traps scattered about).

Quaven Renquist

Human male, NE, Sage (as per the DMG page 31); Str 9, Int 17, Wis 17, Dex 10, Con 10, Cha 11; AC 8; Hp 19; HD 8d4. As a sage Quaven has learned to use one spell of each level 1 through 5, each cast at 8th level of experience.

Commonly Memorized Spells: Comprehend Languages; ESP; Lightning Bolt; Rary's Mnemonic Enhancer (used to memorize Detect Magic, Identify, & Forget); Mordenkainen's Faithful Hound.

Spell Book: Comprehend Languages, Detect Magic, Friends, Identify; ESP, Forget, Fool's Gold, Wizard Lock; Dispel Magic, Explosive Runes, Lightning Bolt, Sepia Snake Sigil; Confusion, Fire-Trap, Rary's Mnemonic Enhancer, Remove Curse; Cone of Cold, Contact Other Plane, Leomund's Secret Chest, Mordenkainen's Faithful Hound.

Major Field of Study: Humankind with special categories History, Legends & Lore, Theology and Myth.

Minor Field of Study: Demi-Humankind.

Possessions: **Ring Of Protection +2**, **Bucknard's Everfull Purse** (weakest), **Ring of Spell Storing** (Friends x 4), **Potion of Longevity**.

Rumors

Recently a number of adventuring bands that have hired Quaven have gone missing. In fact, some bands that Quaven has sold information to have also gone missing. If one looked closely into Quaven's affairs, one might become suspicious of the company he keeps, the source of his funds, and wonder if he isn't setting up his customers to be ambushed by brigands.

Using Quaven In Play

Given his areas of study, it is not inconceivable that adventurers will seek out Quaven to retain his services. He will be able to assist in deciphering old maps and books, provide insight on historical events, and might be able to guide adventuring parties to the location of certain ruins or tombs.

Quaven is also constantly on the lookout for books to add to his collection. He will bargain hard, typically offering less than 50% of the value of the book (hoping that the "dumb" adventurers do not understand the value of what they have).

There is also the possibility that adventurers will hear that Quaven has "treasure maps" to sell. Quaven is happy to sell maps to the location of old fortresses, tombs, temples, and wizard's towers. He demands cash up front, not a share of the profits (as "who knows what's there, or if you'll ever return?"). The maps are always relatively accurate (at least, not outright fakes), but Quaven stresses that much may have happened in the intervening years (decades, centuries, etc.).

Being deceitful and greedy, Quaven has struck a business relationship with a band of brigands. Quaven will inform these brigands of the destination and composition of adventuring parties; the brigands will then stage an ambush, and cut Quaven in for a share of the earnings. Recently, he has formed a similar relationship with a member of the local Thieves' Guild, selling the thief information about adventurers with powerful magic items or valuable jewelry etc.

One final note, Quaven has made many powerful friends among the aristocracy and nobility; among some of the less desirable elements of society, too. Should he be threatened by PCs, Quaven is quite willing to use the authorities and his connections to do the "dirty work". Quaven is very intelligent, and does a good job of covering his tracks.

Sword of Swiftness

by Ian Slater

This +1 blade has the ability to speed up its wielder's attacks. The wielder's reaction attacking adjustment is added to their initiative roll when the sword is in hand and used for attack at the beginning of the round. In addition, for the purposes of weapon speed the sword is +3, e.g. its WS is reduced by 3.

Sword type (1d6): 1-3 short, 4-5 broad, 6 long.

GP value 5,000; XP value 900

Friend or Foe: Quinn's Bookbindery

by Andrew Hamilton

Spell Books for Sale!

This simple shop is located on the outskirts of town, and is located in a well-built but unremarkable two story building, measuring 20' wide and 45' deep. The ground floor has stone walls but the second floor (a later addition) is made of heavy wooden timbers. The roof is a red ceramic tile. The walls are whitewashed, and the building exterior is well-maintained. A simple sign has been affixed to the wall above the door, depicting a stylized book. The words "Quinn's Bookbindery" are painted in blue letters underneath the sign.

Entering the building, one steps into a workshop which takes up most of the main floor (30' by 20'). The main floor ceilings are high (11') and there are large windows on the front (south facing) wall and on both side walls. These provide bright light to work by, and the windows have glass panes and wooden storm shutters.

The back of the main floor is a kitchen and pantry, with stairs leading up to Quinn's private residence and down into the cellars and spare storeroom.

There are large workbenches, trays and pans for making paper, racks for hang drying paper, and bins and containers for storing materials and tools. Materials (such as leather, threads, glues, boards, etc.) and tools (punches, sharp blades, needles, etc.) are all neatly stored in tool boxes and drawers. The workshop is very tidy.

The shop is secured by high quality locks (-10% to open locks) steel bars for the doors and windows, and **Wizard Lock** spells on the doors leading upstairs or to the basement. **Leomund's Trap** is also liberally used. Quinn is cautious enough to maintain some defenses, but lacks the magical mastery to create powerful wards. Instead, Quinn relies on rumor to protect him and deter thieves, and he makes it well known that he keeps his spare cash at the money changers and never deals in magical items.

Quinn has a desk at the front of the shop where he has a pair of books on display. One of these books is used by Quinn as a ledger and order book, the other is well worn as it's a display model that has been roughly handled by hundreds of users (who have been educated by Quinn as to the characteristics of a quality book).

Quinn's books are of the highest quality, constructed using water-proof glues, and fire-resistant paper and stitching. He often has 2 or 3 simple spell books in stock, and half dozen or so blank books of lesser quality (work completed by his apprentices, sold as notebooks and journals).

Visitors to the shop will be greeted by the master craftsman himself, a polite, somewhat introverted half-elf named Quinn.

The Product

Standard Spell Book (cost 1000 gp) as described in *Unearthed Arcana*, these books measure 16" high, 12" wide and 6" thick. Quinn uses very heavy leather for the covers (typically bull hide on walnut or oak boards with brass hardware like corner protectors and edging, and a clasp). The paper is rag paper made from thorn-cotton and char willow (resulting in a tough, water resistant, and slow burning paper). Each book also comes with a leather case lined with felt, for protection. The quality of construction results in a +3 bonus to save vs. acid, fireball, disintegration and lightning, with an additional +1 bonus vs. acid, fireball, lightning, normal and magical fire, and electricity when the book is inside its protective case.

Traveling Spell Book (cost 500 gp) as described in *Unearthed Arcana*, these books are 12" high, 6" wide and 1" thick. The covers are made of the same heavy leather (typically bull hide) as standard spell books, but lack the board backing and brass hardware. The paper is the same rag paper, and each book also comes with the felt lined leather case. The quality of

construction results in a +1 bonus to save vs. acid, fireball, disintegration and lightning, with an additional +1 bonus vs. acid, fireball, lightning, normal and magical fire, and electricity when the book is inside its protective case.

Note Book (cost 20 to 50 gp) these small note books range from 6" x 4" x 1" thick to the size of a standard spell book, and are the results of Quinn's apprentices' practicing and training exercises. They are lower quality, but still useable and comparable to the wares of other bookbinders (Quinn has minimum standards).

Loose Paper (2 gp/sheet)

Custom Work: Quinn and his apprentices will undertake custom work of all types, if the customer seems reputable, and pays a deposit. Costs range from the very high (1000 gp + materials + 10% mark-up) for custom work like a spell book with beaten silver pages and an ice drake hide cover, to modest (10 to 20 gp) for simple work like binding loose pages (provided by the client) into a soft covered leather notebook.

Quinn Westwatch, The Bookbinder

Half-Elf Male, Neutral Good, Fighter L3/Magic-User L3; Str 15, Int 14, Wis 12, Dex 15, Con 16, Cha 14; AC 9 (5 with **Armor** spell or 2 with chain mail and shield); Hp 19; #Att 1; Dmg by weapon; SA spells; SD spells; MR 30% resistance to sleep and charm.

Memorized Spells (2/1): Armor (previously cast); Quinn's Bookbinding; Strength

Quinn carries a **Dagger +2** with him at all times. He has a long sword, short bow, suit of chainmail armor and a **Shield +1** in his chambers. He will don this armor and carry the weapons when training with the militia, or if he is expecting trouble of some type.

For those using 2E Non-Weapon Proficiencies, Quinn would have the following skills: Bookbinding (Int+3) Papermaking (Int+3) and Spellcraft (int-2).

Quinn's spell book contains: Alarm, Armor, Comprehend Languages, Detect Magic, Enlarge, Erase, Identify, Light, Magic Missile, Mending, Quinn's Bookbinding, Read Magic, Shield, Wizard Mark; Continual Light, Leomund's Trap, Preserve, Strength, Wizard Lock.

Personality and History

Quinn is the 3rd of 4 children, raised by his parents in a happy and secure environment. His father is an elf, a retired adventuring scout (Fessle Windlaugh, elf male, chaotic good, F5/T8) and his mother was human (she passed on a few years ago). Quinn and his siblings have none of the typical angst associated with half-elves; they are a close family and have many friends that accept them for who they are. Quinn has adopted a different surname, Westwatch, to reflect where he is from (which is not quite true) and to obscure ties to his family; not out of shame but out of caution. Adventurers make enemies, and Quinn does business with powerful individuals. Quinn feels it is best to not have overt ties that let enemies easily track his family.

At a young age it became apparent that Quinn had aptitude for magic, and his parents sought out a magic-user to train him. His master was a kindly old man, though not particularly accomplished. His training was close to home, which enabled Quinn to help with the farm. His master was an artistic spirit, interested in bookbinding, and Quinn learned much about bookbinding along with the ways of magical spell craft.

Uninterested in the life of an adventurer, Quinn set up a shop as a bookbinder. He specializes in making the paper and books that magic-users require for spell books. While business was initially slow, it was steady and profitable, and over time (2 decades) Quinn developed a reputation as a skilled craftsman whose products were sturdy and reliable. His business is quite profitable, and he often has one or two young assistants working with him. Quinn has been known to provide discounts to young magic-users just starting out, and is a reliable provider of materials to many accomplished magic-users. Over the decades, he has made a number of

contacts amongst the spell-casting community. This community values Quinn and the service he provides, and they would take a dim view of any who would harm him.

Most of the wealth that Quinn has amassed is in the form of buildings, tools, and inventory. He lives comfortably, dresses in well made (but plain) clothes, and enjoys fine meals at the local alehouse (where he can be found in the beer gardens on nice afternoons). However, thieves looting his residence will be sorely disappointed, as he has at most a few hundred gold pieces worth of coins available as "ready cash".

Quinn's siblings are all adventurers, and the family remains close to this day.

Terrance, male half-elf NG Fighter L6 (Str 16; Int 11; Wis 11; Dex 12; Con 15; Cha 18) older brother)

Shara ("The Thorn") female half-elf NG Fighter L4 / Thief L5 (Str 13; Int 13; Wis 12; Dex 17; Con 15; Cha 15) (older sister)

Leeta female half-elf CG Magic-User L2 / Thief L3 (Str 15; Int 16; Wis 11; Dex 15; Con 14; Cha 17) (younger sister)

Adventure Hooks

Often gets commissions for custom spell books that have been crafted with covers made from exotic hides (such as wyvern skin, rhino hide, etc.) or needs ingredients to add to inks and glues to make them waterproof. Quinn will commission adventuring parties to collect these raw materials. He may also buy materials on speculation, but pays a deep discount when doing so. Note: Quinn refuses to work with human, humanoid or demi-human "hide", and has a strong dislike of working with the hides of any intelligent creature, particularly dragons.

Quinn's close to his three siblings, all of whom are adventurers. His siblings might get into trouble and need rescuing. Quinn knows his limitations, and he will seek to hire a band of reliable adventurers to help him out.

Quinn needs to have some blank books delivered to a customer. Opportunities for adventure and misadventure abound. Some misinformed thieves and magic-users may attempt to steal the "spell books" believing them to contain spells, the customer may refuse delivery (due to some perceived defect) weather or other hazards may delay the delivery (particularly worrisome if there is a bonus for early delivery).

New Spells

Quinn's Bookbinding

Level:	Magic-User 1
Type:	Alteration
Range:	touch
Duration:	1 hours/level
Area of effect:	self
Components:	V, S, M
Casting Time:	1 round
Saving Throw:	N/A

This spell was researched by Quinn the Bookbinder to assist him in his craft, binding high quality books. The spell is a synthesis of the cantrips dry, stitch, gather, cut*, hold*, apply*, and spread*. Throughout the spell's duration, the spell caster can freely switch back and forth between the cantrip effects. This greatly speeds the bookbinding process. One hour of work under the effects of this spell is equivalent to two hours of normal work. The precision and quality of work this spell facilitates is also quite high. In game terms, this means a high quality product is manufactured (or in 2E terms, a +2 bonus to the bookbinding NWP is received).

New Cantrips

Apply

Area of Effect: up to 2 square yards
Casting Time: 1 segment

This cantrip takes a paste or liquid and applies it to a surface without the need for a brush or applicator,

and gets a nice even coating without running off the edges, etc.

Cut

Area of Effect: up to 4 linear feet
Casting Time: 1 segment

This cantrip acts like scissors, making a nice clean cut. It can cut through a dozen pieces of paper (4 linear feet) 2 layers of cloth (2 linear feet) or 1 piece of boot-leather (1 linear foot).

Hold

Area of Effect: 1 square foot
Casting Time: 1/2 segment

This useful cantrip acts to hold a small item (1 to 2 pounds weight) in place for a few minutes, essentially acting like a third hand, allowing the caster to work on it.

Perforate

Area of Effect: 1 square foot
Casting Time: 1/2 segment

This cantrip acts like a drill, making a hole in an object. The cantrip can perforate up to 1" of wood, leather, cloth or paper, making a hole between 1/64" and 1/4" in diameter.

Raven's Beak Blade

by Ian Slater

The **Raven's Beak Blade** is a +1 sword, and performs unremarkably in the hands of anyone but a thief. For a thief, the sword is +2 and shifts their backstab damage multiplier up to the next level, so for example a 2nd level thief with a raven's beak blade would do 3x damage on backstab. A non-thief using the blade would double damage on backstab only.

1% of these swords are cursed and after 1d8 backstabs will force their user to save versus petrification every time they are subsequently used or they will turn to stone.

Sword type (1d6): 1-3 short, 4-6 broad. GP value 7,000; XP value 1,200

Sword of Chains

by Ian Slater

A **Sword of Chains** is a +1 magical weapon, having a hilt and handle made of fused, nested chain links. On command, once per day, all victims within 3" of the wielder must save versus paralyzation or be slowed as the spell for 1d4 rounds. While the victims attempt to move the sound of rattling chains will be heard by all in the area.

1% of these blades are cursed and whenever the slow spell is cast on a victim of higher HD than the wielder the wielder must save versus paralyzation or be frozen in place for 1-4 turns.

Sword type (1d6): 1 short, 2-3 broad, 4-6 long. GP value 15,000; XP value 3,000

The Toybox I: New Weapons II, Primitive Weaponry

by Nicole Massey

It's time for some primitive weapons this issue. Most of these weapons are variations on standard ones, so any class that can use the standard weapon can use the variation. The Tebuje is usable by fighters, rangers, and assassins.

Category: Arms – Missile Weapons

Axe, Tomahawk

Unit size:	Each
Price:	10sp
Encumbrance:	40gp
Length:	9"
Width:	5"
HP/DP:	n/a
Damage (S/M):	1d4
Damage (L):	1d3
Speed:	4
Rate of Fire:	1
Range (S):	1' to 10'
Range (M):	11' to 20'
Range (L):	21' to 30'
AC/AC Mod:	0
THAC0:	0
Storage Cap:	0
Where Found:	Weaponsmith
When Found:	Primitive
Zone:	Any

Description: A primitive throwing axe, usually made of stone with the head tied onto a wooden handle with leather or rope

Javelin, Stone

Unit size:	Each
Price:	5cp
encumbrance:	20gp
HP/DP:	n/a
Damage (S/M):	1d4
Damage (L):	1d4
Speed:	4
Rate of Fire:	1
Range (S):	10'
Range (M):	20'
Range (L):	30'
AC/AC Mod:	--
THAC0	0
Storage Cap:	0
Where Found:	Weaponsmith
When Found:	Primitive
Zone:	Any
Length:	4' to 7'
Width:	1.5" to 2.5"

Description: Short throwing spear made of stone

Category: Arms – Blades

Dagger, Bone

Unit size:	Each
Price:	1sp
encumbrance:	10gp
Length:	9" to 18"
Width:	1" to 4"
HP/DP:	n/a
Damage (S/M):	1d2
Damage (L):	1d2
Speed:	2
Rate of Fire:	2/1
Range (S):	10'
Range (M):	20'
Range (L):	30'
AC/AC Mod:	--
THAC0	0
Storage Cap:	0
Where Found:	bone carver

When Found: Primitive
Zone: Any
Description: A dagger made of bone.

Dagger, Stone

Unit size: Each
Price: 2sp
encumbrance: 10gp
Length: .75" to 1.5"
Width: 1" to 4"
HP/DP: n/a
Damage (S/M): 1d2
Damage (L): 1d2
Speed: 2
Rate of Fire: 2/1
Range (S): 10'
Range (M): 20'
Range (L): 30'
AC/AC Mod: --
THAC0 0
Storage Cap: 0
Where Found: Anywhere
When Found: Primitive
Zone: Any
Description: A dagger made of stone

Knife, Bone

Unit size: Each
Price: 3cp
encumbrance: 5gp
Length: 3" to 6"
Width: 0.5" to 0.75"
HP/DP: n/a
Damage (S/M): 1d2
Damage (L): 1d2
Speed: 2
Rate of Fire: 2/1
Range (S): 10'
Range (M): 20'
Range (L): 30'
AC/AC Mod: --
THAC0 0
Storage Cap: 0
Where Found: bone carver
When Found: Primitive
Zone: Any
Description: A knife made of bone

Knife, Stone

Unit size: Each
Price: 5cp
encumbrance: 5gp
Length: 3" to 6"
Width: 0.5" to 0.75"
HP/DP: n/a
Damage (S/M): 1d2
Damage (L): 1d2
Speed: 2
Rate of Fire: 2/1
Range (S): 10'
Range (M): 20'
Range (L): 30'
AC/AC Mod: --
THAC0 0
Storage Cap: 0
Where Found: Anywhere
When Found: Primitive
Zone: Any
Description: A knife made of stone or rock

Sword, Tebuje

Unit size: Each
Price: 12gp
encumbrance: 50gp
Length: 2.5' to 3.5'
Width: 6"
HP/DP: n/a
Damage (S/M): 1d6+1
Damage (L): 1d6
Speed: 6
Rate of Fire: -
Range (S): 7'
Range (M): 8'
Range (L): 9'
AC/AC Mod: 0
THAC0 0
Storage Cap: 0
Where Found: Weaponsmith
When Found: Primitive
Zone: Any
Description: a sword with sharks teeth or other similar protrusions, designed to rip instead of slash.

Weapon vs. Armor Adjustments table

AC	0	1	2	3	4	5	6	7	8	9	10
Axe, Tomahawk	-6	-5	-4	-3	-2	-1	-1	0	0	0	1
Javelin, Stone	-7	-6	-5	-4	-3	-2	-1	0	1	0	1
Dagger, Bone	-4	-4	-3	-3	-2	-2	0	0	1	1	3
Dagger, Stone	-4	-4	-3	-3	-2	-2	0	0	1	1	3
Knife, Bone	-6	-5	-5	-4	-3	-2	-1	0	1	1	3
Knife, Stone	-6	-5	-5	-4	-3	-2	-1	0	1	1	3
Sword, Tebuje	-5	-4	-3	-2	-1	0	0	1	1	1	2
Spear, Stone	-2	-2	-2	-1	-1	-1	0	0	0	0	0

Category: Arms – Pole Arms

Spear, Stone

Unit size: Each
Price: 8cp
encumbrance: 50gp
Length: 5' to 10'
Width: 2" to 3"
HP/DP: n/a
Damage (S/M): 1d4
Damage (L): 1d6
Speed: 6
Rate of Fire: 1
Range (S): 10'
Range (M): 20'
Range (L): 30'
AC/AC Mod: --
THAC0 0
Storage Cap: 0
Where Found: Weaponsmith
When Found: Primitive
Zone: Any
Description: A spear with a stone tip.

More new weapons will be coming next time, of course.

Chinook Blade

by Ian Slater

This blade is a **Falchion +1, +2 Against Water Dwelling Creatures**. In the hands of a thief its full horrible power becomes apparent. The sword manifests a dry, warm wind that blows through an area of 2" square with the wielder at its base, center or edge. The wind lasts for as long as the wielder concentrates, or 1d3 rounds without concentration.

Each round a being is exposed to the wind it leeches 1 hp (no save), which is stored in the blade. Each time the first hp is drained (e.g. in the next battle after the last drink) the wielder must check vs. constitution or strength (whichever is better) or experience a round of severe pain, -2 to hit, 1 point AC penalty.

Any time after the blade absorbs 50 hp the wielder may transform into an invisible stalker for 1 hour. When the wielder transforms they will regenerate 3d6 hp. The blade then resets itself and new hp must be drained.

GP value 18,000; XP value 3,000

Sword of the Pendulum

A sword of the pendulum is a +1 magical weapon. Whenever an opponent misses the wielder in melee with a roll of 4 less than the required to hit value the sword has parried the blow, and the sword will absorb the damage the weapon would have done (roll for standard damage for the attacking weapon). The next time the sword delivers damage the stored damage will be inflicted along with its normal damage, as long as this occurs within 24 hours.

Sword type (1d6): 1-2 short, 3-4 broad, 5-6 long.

GP value 7,000, XP value 1,800.

This instance of The Toybox is a special case, a long list of interesting items from a variety of folks.

Rings

Ring of Basatan

Appearing as an enormous emerald held aloft by golden renderings of Kraken tentacles, this powerful signet-ring of the sea god Basatan, commands the following abilities:

- clairvoyance (at will)
- control winds (3/day)
- control currents (3/day) (can alter water current strength by 3 knots/caster level within 2"/level radius for up to 1 turn/level)
- charm sea creatures (3/day) (as charm monster spell but only affects sea creatures)
- summon crabs (1/day) (acts as half-strength creeping doom spell)

Spell like effects are cast at 12th level.

In addition, any looking at the ring (save the wearer) must save versus magic or be charmed into remaining motionless and gazing, transfixed at the oceanic imagery displayed within the emerald. This effect lasts for 2d6 turns or until dispelled by the wearer. Note, if the transfixed victim is attacked in any way, he/she is allowed another save versus magic at +4 per round whilst under attack.

Note: this item was inspired by the Clark Ashton Smith short story The Master of the Crabs. *I recommend you read this story to 'see' the ring of Basatan in action!*

GP value 40,000; XP value 7,500

Source: Dan Rasaiah

Rod/Staff/Wand

Wand of Blinding

Crafted by evil clerics, this slender black wand shoots a thin grey ray up to 2" range. Any struck must save vs. spells or be blinded as per the 3rd level clerical spell (a successful save indicates the ray missed). Each operation takes 3 segments and costs 1 charge. The wand may be operated once per round, up to 3 times per day.

Note that as soon as the ray touches 1 creature it stops; the wand can attack only 1 target per round. The wand cannot be recharged.

GP value 25,000; XP value 3,500

Source: Dan Rasaiah

Miscellaneous Magic

Assassin Snake

Appearing as a harmless loop of black rope, this deadly item transforms into a 10' long jet black snake upon the utterance of the command word. The wielder of the assassin snake must indicate a victim within 10" visual sight and whisper the command "death" into the ear of the snake. At this point, the snake will maneuver toward the target (movement rate 24") to inflict its deadly bite, (1d6 damage + save vs. poison at -2 or die in 1d2 rounds. A successful save incurs a further 3d6 damage). For

combat purposes the snake has AC2 and 5HD. The snake will revert to rope form upon the death of the intended victim or if it is destroyed (at which time the item's power is lost forever).

GP value 5,000; XP value 500

Source: Dan Rasaiah

Atlantean Sound Spheres

Atlantean Sound Spheres are novel devices. Each sphere resonates in thaumaturgic sympathy with the master sphere, which is double sized. The sound spheres are six inches in diameter, while the master sphere is a foot diameter. These spheres will transmit any sound around the master sphere to the subsidiary spheres as long as the spheres are within a 100 mile radius of the master sphere. To assign a subsidiary sphere, all the person needs to do is touch the smaller sphere to the top of the master sphere – the subsidiary sphere will glow yellow for a moment and then resonate with the master sphere. If a subsidiary sphere is placed near a master sphere the master sphere will of course pick up any sounds emanating from the subsidiary sphere – this allows the creation of sound networks.

These spheres are used for news, background music, performances of plays specially designed for performance to sphere audiences, and other such productions. There are rumors of bigger spheres that can broadcast over larger areas or cause master spheres to resonate in sympathy with the larger sphere. (This might explain the rapidity of Atlantean communication.) Spheres are also rumored that allow two way communication.

GP value 75; XP value 20

Source: Nicole Massey

Bag of Bones

When the small bones contained in this bag are thrown to the ground, 12 skeletons (as MM) instantly assemble and do the conjurors bidding. The skeletons fight with bone weapons which inflict 1d6 damage and can be turned as per normal. Unless slain, the skeletons remain for 2d4 turns, and can be conjured once per day. Slain skeletons are

permanently destroyed, (i.e. if 2 skeletons are destroyed, only 10 can be conjured next time).

Larger bags, (containing up to 24 skeletons) are rumored to exist, as are bags containing bones which transform into giant skeletons.

GP value 6,000; XP value 600

Source: Dan Rasaiah

Bag of Keeping

Similar to a Bag of Holding, the Bag of Keeping is a more potent item. When the lucky person finds one he or she will think it a normal Bag of Holding. However, in time they will discover the bag's greater capabilities. The bag has a removable lining. With this lining in place the bag acts as a normal Bag of Holding. Use the description of the Bag of Holding in the Dungeon Masters Guide to determine capacity in this mode.

If the lining is removed, however, and the lining left in some secure place like the person's personal storehouse, then items placed in the bag are deposited in the storehouse. An Unseen Servant is associated with this, and the servant will sort and file things as well as it is able, putting coins in chests

of like types, placing weapons together, hanging pictures on walls, and keeping a tidy storeroom. If the holder of the bag requests an item, by holding the bag and calling his or her request in it, the servant will place the item into the lining, where the holder of the outer bag can retrieve it. Note that anything placed into a Bag of Keeping will go directly into the lining bag and will then be retrieved by the servant, while anything the servant holds in the lining must be grabbed from the servant's hand in the pouch.

Note also that any contact with a portable hole while open will destroy both the hole and the bag, thereby releasing the unseen servant from its duties.

These bags are very rare – there are only a dozen or so rumored to exist, and the Enchanter's Guild seeks the techniques to make them once more, but that particular enchanter's workshop was sacked in a raid, and there is no telling where that book now resides.

GP value 100,000; XP value 10,000

Source: Nicole Massey

Bag of Redistribution

The Bag of Redistribution is a specialized bag of holding. It looks and behaves like a normal Bag of Holding until full to capacity. When it reaches capacity, it becomes part of a network of bags. The number is up to the DM, as these additional bags are something that will have to be loaded by the DM, but it's easiest if the additional bags equal the number of sides on a standard die. Each time the bag is opened, the DM rolls a die, and a random bag is there instead of the one the players desire.

If the players remove anything from the bag, then the bag will remain as that one until it's once again filled. But beware, because if any of the other bag holders remove anything from the player's bag, it'll be locked out to them until it's put back to full capacity. The DM can assign a probability to this potential.

Here are some possible bags:

Ug's Lunch: The Orc Ug uses this bag to hold dead rats. Some have been dead for a long time, as Ug likes his meat well-seasoned.

The Brick: This bag holds a 35,000 GPV brick, created by the thief Scaramella. If he's managed to open your bag, you can trust that you'll never see a single thing from it ever again.

Necromancer's Bag: This bag is full of body parts used by the Necromancer Alfud as replacement parts for zombies.

The Oops Bag: The mage Restax makes Wands of Wonder, and the defective ones have been shoved into this bag. They're defective because they go off randomly.

Bag of the Wraith: When Queram the fighter came up against a wraith, he tossed his Bag of Holding over it because he was too weak to deal with it right now. He was using the bag to collect the weapons of his foes to sell at the market, and the wraith put the bag at the level it needed to become a full bag, and since the next time he opened it he found a bunch of rations and magic items, he just chalked it up to his good fortune and hasn't worried about it since. He retired, and his bag, empty, sits in his trunk, so chances are good he won't ever see that wraith again.

Bag of Uber-Potion: Billy Burnbeard the Alchemist uses these bags to toss failed potions in, and so who knows what the glop in this bag will do. Best not to get it on you, but if you do, see the potion mixing rules in the DMG, and there are a lot of potions in here.

GP value 25,000; XP value 5,000

Source: Nicole Massey

Brazier of the Familiar

This ornate brass, copper, and silver marriage of metals brazier, radiates weak magic thanks to the permanent **Nystul's Magic Aura** embedded in it. It's normal function is to add +1 to any spell cast using it in the magic-user's or magic-user subclass's favor. However its real power comes out when used for the casting of a find familiar spell. The brazier will increase the power of the caster to specify a normal

familiar type, either from the spell description in the Player's Handbook (q.v.) or from other sources like the list in The Dragon. (q.v.) However, chance of a special familiar are doubled, while chances of no familiar available are likewise reduced by 1. Furthermore any creature of appropriate hit dice and power may be summoned, with a general alignment (good, neutral or evil) may appear. (So, for instance, any good caster may get a Brownie, pseudo-dragon, or possibly even a blink dog as a familiar) The referee may also create special tables for this item, like one for a sea mage that has a parrot, monkey, cat, and seagull as options.

GP value 10,000; XP value 2,000

Bubbles of Interception

Resembling a child's bubble-blower, (wire loop and vial), when blown, 5d8+20 magical bubbles are released which hover in a 5' arc around the wielder. Each bubble will intercept up to 1 normal missile (arrow sized or below), or up to 1hp worth of magical missiles/magic before popping away. (i.e. 40 bubbles will absorb 40hp of lightning bolt damage, magical arrows etc. Area attacks such as breath weapons and fireballs are also absorbed). The bubbles will remain in place for 2d4+2 rounds before disappearing. The bubbles have no effect on melee attacks. The vial contains 1d6 uses.

GP value 3,500; XP value 350

Source: Dan Rasaiah

Chalice of Fortitude

A Chalice of Fortitude is a metal goblet decorated with 10 to 20 (2d6+8) pieces of jade. Each time that the goblet is filled with water or wine, one of the pieces of jade crumbles, and the contents of the goblet are magically empowered to neutralize poison (either by drinking the contents or pouring the contents on a wound, depending upon the nature of the poisoning). The effects are the same as the clerical spell of the same name (at the 12th level of effect). When the last piece of jade crumbles to dust, so too will the entire goblet.

There are rumors that a high-level cleric is able to "recharge" the goblet by attaching jade to the goblet along with the casting of a **Neutralize Poison** spell. These rumors have never been substantiated.

GP value 5,000; XP value 750

Source: Andrew Hamilton

Cloak of Mists

Made of a thin cloth, light grey to almost white in color, the Cloak of Mists is a rare magical item. Its magic enables the wearer to make mists billow out of the cloak. These mists do not cause any harm, but they can be used to cause an **Obscurement** effect (3/day, with the same effects as the 2nd level druid spell of the same name, at the 9th level of effect). The greater ability (3 per day) is for the wearer to actually meld with the mists, taking a form similar to a gaseous form. Unlike gaseous form, the wearer can still be harmed by attacks with a magical weapon, spell, or by creatures with 4 or more hit dice. All of the wearer's clothing, gear and carried items (even another person!) become a mist for up to one turn. While in mist form, the character retains his or her normal movement rate but, being insubstantial, can avoid or ignore some barriers and obstacles, and can flow across a water body, seep

through a crack or under a door, or drift down from a cliff or wall.

GP value 12,000; XP value 1,500

Source: Andrew Hamilton

Cloak of the Spider

This dark cloak is made of spider silk. It acts as a **Cloak of Protection +2**, is protective against temperature within forty degrees of the wearer's normal temperature, and imparts several effects to the wearer. The cloak is either black with a red hourglass on its back or brown with a "fiddleback" pattern on it

The wearer can **Spider Climb** at will while wearing the cloak. Once per day the wearer can flare the cloak out and cause to appear a **Web** as per the spell in the area behind him or her, cast at 12th level experience. Once per week the wearer can deliver poison (save vs. poison at -2 or die in 4 rounds) through either touch or bite.

Wearing this cloak is not without detrimental effects, however. The cloak will attack any creatures who are not human or elven if they try to don it. If the wearer takes significant damage (more than 90% of total hit points) and then is healed he or she will not return to his or her original form, but will instead heal into the form of a drider (if elven) or harvestman (if human) and will be unable to return to his or her elven or human form unless both a Remove Curse and a Wish are cast for his or her benefit. Upon taking drider or harvestman form the cloak will meld into the wearer's body and will be impossible to remove intact.

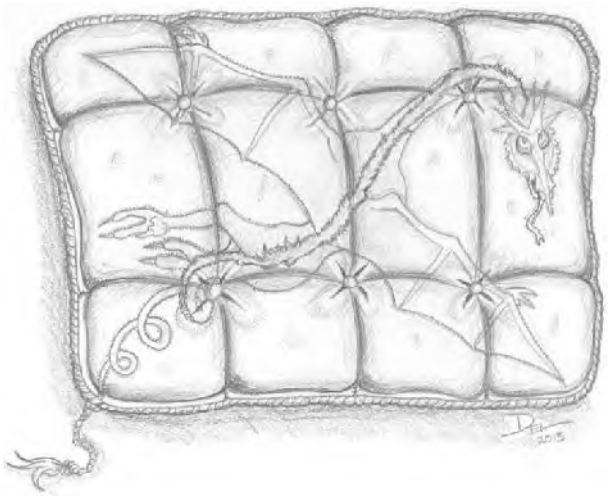
For harvestmen see the Dungeoneer issue 1-6 compilation, though they are basically driders with human upper parts instead of elven.

GP value 2,500; XP value 1,500

Source: Nicole Massey

Dragon Pillow

This pillow is always decorated with dragon related embroidery of widely varying types. No two pillows ever have the same design. Sewn into the lining or the seam, will be found a small piece of enchanted dragon bone. If this piece of bone is removed, broken or magically tampered with (other than Detection type spells) it will shatter and the pillow will burn away with a hot blue flame in 30 seconds leaving nothing but ashes behind.



The effect of the pillow is as follows:

1) Falling asleep on the pillow takes 6 seconds. The user still has a normal chance of being awakened by noise, movement, etc.

2) Anyone who sleeps with their head on it gains 8 hours of physical rest for every 1 hour it is slept on.

3) Any attempt to sleep on it more than 2 hours at a time will fail. The user simply will not be able to fall asleep. They will be wide awake and fully rested. This makes for excellent night watch opportunities, spell study and also for certain class types to exercise portions of their professions that would rather remain out of the light of day. Thus it is a well sought after secretive personal magic item for thieves, assassins, etc.

4) Every use of it has a 5% chance of causing a semi-addictive effect. Each time this 5% chance is met, the user will become 10% more addicted to the pillow cumulatively. Effects will vary in intensity and duration as this addiction approaches 100%. The effects will manifest when the user does NOT sleep on the Dragon Pillow. Possible effects are: bad or disturbing dreams, tossing and turning for minutes (hours) before falling asleep, shouting and screaming during sleep, bed wetting, night terrors, insomnia, sleep walking, etc. Eventually, the user

will not be able to sleep on any pillow except the Dragon Pillow.

The addictive nature will not be revealed by any sort of detection magic short of high level divination. The referee will have to keep track of the level of addiction the user has until such a time that the effects are so obvious that the players will deduce it themselves.

A player with a greater than 65% addiction rate will be loath to share the pillow for any reason even if it is to help a party member recuperate.

GP value 3,000; XP value 500

Source: Phlimm

Elven Snuff Powder

Appearing as sparkly golden hued powder, when sniffed, this magical substance confers immunity to all magical sleep-based effects for a 24 hour period. A typical container contains 1d6+4 doses.

GP: 250 per dose , XP: 150 per dose

Source: Dan Rasaiah

Gauntlet of Hand Regeneration

This item is one of the most prized possessions of any thieves' guild, for it counteracts the common legal punishment used for thieves -- the removal of a hand.

The gauntlet works only on the correct wrist, e.g., a right gauntlet regenerates only right hands. If a right gauntlet is used to regenerate a left hand it produces a right hand, resulting in a -4/-20% penalty to all dexterity based actions. The gauntlet takes one month to regenerate a hand, or three days to regenerate a finger.

The gauntlet is stuffed with clay into each finger and the palm area -- it must be packed full to completely replace the hand. When it is clamped onto the wrist of the person desiring a replacement of hand or finger, it assumes the appearance of a normal hand and works as a hand would for the duration of the regeneration. The gauntlet itself becomes invisible –an illusion of a normal hand occupies its location.

Each finger has a prickly section in the end of the fingertip, and when the wearer of the gauntlet feels the prickliness on all five fingers the gauntlet becomes inert and returns to looking like a dull metal gauntlet with articulated fingers. At this point its work is done and it can be removed.

The regrown hand will look like the other one, except that any tanning, tattoos, or other markings are absent. The hand will also have no scars, and is weak – a fortnight of exercise is required to get it back up to full use again, and exercise routines were developed long ago for this purpose.

The gauntlet is impervious to damage, though the illusion will appear to be damaged. Attempts to remove the hand again will reveal the gauntlet, a state of affairs highly abhorrent to the guild, as the treasured gauntlet will be lost to the guild and in the possession of the authorities, who will of course not return it to the guild, most likely having it destroyed. Most guilds have a penalty of death for any member who causes the gauntlet to fall out of the guild's hands.

It is rumored that gauntlets with shoulder armor and boots also exist that can regenerate arms and feet respectively, but they are more rare. Suggestions of helms that regenerate a head are considered to be either jokes or the words of the clueless.

GP value 6,500; XP value 1,000

Source: Nicole Massey

Horn of Silence

This brass horn has the following effects:

Cone of Silence - The horn is blown while pointing at a specific character or target. The horn produces a cone of silence in the direction of the target at a diameter of 1' for every five feet of distance from the person blowing the horn. This will disrupt communication, including verbal components of spells and the poetics of a bard or minstrel. The horn extends for an extreme range if not blocked by a surface -- 5 miles or more. A horn of silence used by a bard or Minstrel can silence thunderclaps. The horn won't silence any sound moving through the air -- it only silences the source of the sound in this mode.

Area of Silence - The horn is blown while pointing up or down in an enclosed space. All sounds in the area are suppressed. If blown in an open area the silence covers a 10" radius with complete silence, and sound returns slowly when exiting that area so that full sound is heard at 16".

GP value 60,000; XP value 5,000

Source: Nicole Massey

Kerchief of Free-Breathing

When held or tied across the mouth and nose, this simple white cloth will filter out all poisonous vapors, fumes, and stenches, (including ghast stench, troglodyte secretions and stinking clouds). The user will be able to breathe noxious gas as easily as if it were the cleanest air.

This item does not enable water breathing or breathing in areas of zero oxygen (e.g.in a vacuum).

GP value 5,000; XP value 500

Marbles of Safety

Found in bags of 3d4, when placed on the floor, these marbles will roll of their own volition (Move: 120') and find traps within 300' (80% chance of success, 1 trap per marble). If a trap is found, the marble will stop at the appropriate spot and begin glowing. If traps are located on a ceiling or high up a wall, the marble will levitate to the traps location. If no traps are found, the marbles will roll back to the bag holder. Each marble may be used once only.

GP value 400; XP value 100 (per marble)

Source: Dan Rasaiah

Marvelous Sand of Din Jul A'el

Found individually in small pouches, or (rarely) as the fabled complete leather belt kit of Din Jul A'el, (complete complement of all sand varieties); this colored magical sand is good for one use per pouch only. All spell like effects cast as if 11th level.

Red Sand: Sprinkling on an inanimate surface sets a magical flame trap. Disturbing the sand triggers the trap and all within 10' are engulfed in a pillar of fire, taking 6d8 damage, save for half.

Blue Sand: Can be tossed to the ground creating an instant 30' cubed volume of fresh water.

Yellow Sand: This useful sand conjures up an instant treasure hoard of 4d4 x 1,000gp value, in gold coins, assorted gems and jewelry. The treasure is completely real in all respects, and only a **Detect Magic** spell from an 12th level (or higher) caster will reveal its nature. However, after 1d4 hours, all treasure will permanently revert to ordinary sand.

Green Sand: Will conjure a sumptuous banquet of food sufficient to feed 4d4+4 full grown men.

Grey Sand: Conjures a **Wall of Stone** as per the MU spell.

White Sand: When sprinkled on wounds, will heal 2d8+1 hp.

Purple Sand: **Invisibility** as per the spell.

Black Sand: Channeling powerful energies from the negative material plane, when this sand strikes a victim, they must save vs. death magic or instantly die.

Pink Sand: **Polymorph Self** as spell.

Brown Sand: **Passwall**, as per MU spell.

Orange Sand: Conjures 1d4+2 giant ants under the control of the sand caster. Ants dispel after 14 rounds.

Rainbow (multi-colored) Sand: Unless a saving throw is successful, the recipient will be flung to a random plane of existence.

Sand	GP Value	XP Value
Red	1,500	500
Blue	1,200	400
Yellow	1,200	400
Green	1,200	400
Grey	1,500	500
White	800	400
Purple	500	250
Black	1,500	500
Pink	300	250
Brown	1,500	500
Orange	1,500	500
Rainbow	2,100	700

Source: Dan Rasaiah

Portable Pentacle

Created by the missing demonologist Uthril Luftetar, the portable pentacle resembles a bronze 6" diameter disc inscribed with various magical circles, runes and sigils. At the center of the disc is a deep crimson ruby (5000 gpv). The device was created to trap denizens of the Abyss and Nine-Hells, and has a number of other protective powers.

First, when held the Portable Pentacle instantly detects any demon or devil, (or their spawn), within 120'. Once detected, a swirling 3-dimensional prism of light begins emanating from the surface of the disc, (accompanied by a low hum), displaying a holograph of the demon (s)/devil (s) in their cardinal locations. The hum gets louder as the demon (s)/devil (s) approach. This power lasts up to 6 turns and is limited to 3/day.

If there are multiple demons/devils, the wielder must focus on the desired opponent, for the pentacles power to take effect. (Invisible demons/devils are clearly displayed on the holograph as are shape-changed demons/devils in their original form).

The targeted demon/devil must roll under ½ its magic resistance or become ensnared by the pentacle's power, (e.g., type III demon's MR check would be at 30%). If ensnared, the demon/devil loses its ability to teleport and gate. It also is prevented from retreating beyond 120' of the pentacle whilst the wielder so wishes it. It may use other spells/attacks as per normal. The magical device is treated as 16th level for purposes of determining effective magic resistance.

The pentacle's ensnarement power can be used 1/day only, and lasts as long as the wielder wills it.

The pentacle's wielder has the option of inflicting 1hp damage/HD of the demon/devil per round (similar to the 2nd round power of a **Spiritwrack** spell) that the demon/devil is ensnared. Similar to other stated powers, this ability requires no prior preparation nor knowledge of the demon/devil's name. The pentacle's detection and ensnarement powers are ineffectual against demon lords/princes, arch-devils, dukes of hell, (and other Lesser/Greater demonic/devilish powers).

Protection from Evil 10' (as applies to demons/devils only), is present around the activated pentacle regardless of whether the targeted demon/devil fails its MR check. This spell like effect lasts up to 15 turns, and can be used once per day.

It is not required for the demon's/devil's name to be known to activate the pentacles power, nor is it required for a circle to be drawn for **the Protection from Evil 10'** to take effect.

Ensnared demons remain trapped by the pentacles power whilst the wielder wills it. If the wielder is slain, the demon/devil is freed.

Needless to say, an ensnared demon/devil that manages to survive and escape, will seek vengeance on the pentacle's wielder at all costs.

There is a flaw in the Portable Pentacle's construction; there is a base 0-9% chance, adjusted up by 2% per turn, (cumulative), that a type V (60%) or a type VI (40%) demon, or an ice devil (60%) or a pit fiend (40%), as applicable, will gate in and attack

the pentacle's wielder. (This possibility resets at the pentacles deactivation). If the pentacle's power to inflict damage is utilized, then the pentacles flaw is adjusted as follows: 99% chance type VI+ 1d4 chasme appearing, 1% chance demon prince/lord appearing, 99% chance pit fiend + 1d4 random abishai appearing, 1% chance arch devil/duke appearing, as applicable. The % chance of this occurring per turn remains the same. (Note that in areas of exceptional evil, these percentages will need to be increased at the judgment of the DM).

Side note: the powerful Luftetar family is offering a sizable reward for information of Uthril's whereabouts. Information pertaining to the pentacle (and those bearing it) is also of great interest to the Luftetar's. The reward could be multiples of the GP value.

GP value 50,000; XP value 5,000

Source: Dan Rasaiah

Pouch of Biting

This pouch looks like any normal pouch or purse used to hold specie, and will blend in with other pouches if placed with them, so placing it with simple leather pouches will cause it to take on that appearance until it is placed with other pouches of similar type. The one difference is that the opening has a row of sharp teeth, like those of a shark, in three staggered rows. The pouch is actually a creature that cannot digest coins of the standard coin metals but can digest meat and other substances often eaten by carnivores. The creature is only partially on the prime material plane, with the rest of it ethereal.

To place a coin in the pouch, drop it in while squeezing the sides. To remove the coins simply turn it upside down and all coins will fall out. At no time should a hand or even a finger be placed in the pouch, as if this is done the pouch will attack. The pouch can do 2d4 points of damage on a single attack, which is more than enough to remove a hand or finger, and all attacks are made against AC10 unless the hand is gauntleted. That said, leather gauntlets are as if none were worn, while chain and plate gauntlets are as AC7.

Cutting the pouch loose has its own problems, as the cords are part of a group of 14 tentacles, which will grasp any target and pull the pouch to somewhere so that the pouch can feed.

Smart owners of these pouches feed them at least once per day to keep them happy, and they are content to hold money for someone who feeds them. They're not very bright, but some have been taught simple commands, most often used to pacify the pouch or command it to remain inert. Crafty owners often train the pouch to understand that any theft will result in no food for the day (or for the less compassionate owners, week) so the pouch can be rather protective. The pouch holds up to 20,000 coins, after which it starts spitting them out so it can have room for food. This weight is assumed by the creature, and as such is not added to the possessor's encumbrance calculations. The pouch has an encumbrance value of 20gp, so it's twice as heavy as a standard large belt pouch.

GP value 2,500; XP value 1,000

Source: Nicole Massey

Spectral Bear Trap

This item appears as a tiny 2 inch long mockup of a hunter's saw-toothed trap. Upon placing it on the

ground and speaking the command word, the trap expands to encompass a 5'diameter circle and becomes invisible. Any Halfling or greater sized being (up to hill giant size) stepping into the area will trigger the trap.

The mighty toothed jaws will clamp shut, causing 2d8 damage, and a further 1hp damage per round the being remains trapped. In addition, victims must save vs. paralyzation, a roll of 20 indicating that the trapped limb (s) has been severed!

To escape the trap, victims must make a successful bend bars/lift gates roll, or the trap dispelled via a **Dispel Magic, Limited Wish, Alter Reality, Mordenkainen's Disjunction** or **Wish** spell. Upon dispelling, the trap reverts to its innocuous 2inch former size.

The spectral bear trap can be used once per day, and once used remains active until activated or dispelled (via spell or command word).

GP value 5,000; XP value 750

Source: Dan Rasaiah

Spectral Sentinel

Appears as a small crystal statuette of a warrior in plate, clutching a sword. When the statuette is placed on the ground and the command word spoken, the spectral sentinel is summoned:

AC 0; Mv 120'; HD 8; Att 3/2; Dam 2d8; SA see below; SD +1 or greater weapon to hit; MR 30%; Int Non; Align Neutral; XP 1100 +10/hp.

The Spectral sentinel is strictly a guardian, and will protect all located within a 20' radius circle from the place of activation. Once the sentinel has been summoned, any creature, (friend or foe), who trespasses into the circle will be instantly attacked. The sentinel will detect anything that penetrates the circle, and attacks invisible, (or otherwise cloaked foes), without penalty. Once the circle has been penetrated, a light spell will also be activated centered on the statuette. The light remains active whilst the invaders remain or until the sentinel is slain/dismissed, and cannot be dispelled.

The sentinel is strictly defensive in nature, so if a trespasser retreats beyond the circle, the sentinel will not pursue. The sentinel can be engaged via spells and missile weapons from beyond the circle with impunity; however the light spell will continue as long as the sentinel is being attacked.

Note, if someone within the circle at the time of activation subsequently leaves the circle, he/she can return within the circle without being attacked.

The sentinel can only be summoned once per day, and remains for a period up to 8 hours, (unless dismissed earlier), before returning to the statuette.

If the sentinel is damaged, it will fully heal by the following summoning. If reduced to 0 hp, the spectral sentinel is banished back to the statue and cannot appear for 1 week. If the statuette is destroyed, the item's power is lost and forever ruined.

GP value 8,000; XP value 800

Source: Dan Rasaiah

Unguent of Bleeding

A wicked magical anticoagulant that may be smeared on bladed/piercing weapons. Each hit of 2 or greater hp damage causes the victim to lose an extra 1hp/round due to bleeding, (for a maximum of 15 rounds). The unguent prevents natural clotting, so wounds will not heal naturally, and require magical healing.

A coated blade can deliver 1 wounding strike per application.

The unguent will remain on an unsheathed blade for up to 1 week unless a successful strike is delivered sooner. Only creatures with cardiovascular systems are affected by the unguent. Undead/golems/construct's/etc. are unaffected. A pot of the unguent contains 1d4 applications.

GP value 1000; XP value 250 per application

Source: Dan Rasaiah

Veil of the Succubi

This magical veil can only be used by female humanoids. Once donned, the wearer's charisma is boosted to 18 when dealing with male members of the same species. The wearer can also cast **Charm Person** (1/day), **ESP** (1/day), **cause darkness 5' radius** (1/day), and **suggestion** (1/week) as if a 6th level mage.

Note, the veil is created using components of an actual succubus, and there is a 1% cumulative chance per spell level used (per day), that an actual succubus will appear in front of the caster and attack, e.g., if charm person used 1% chance of succubus appearing. If suggestion used (same day), 4% chance of succubus appearing. If ESP used (same day), 6% chance. This possibility resets at the end of each day.

Succubi are exceptionally intelligent, so an attacking succubus will not hesitate to retreat and plot revenge on the veil's wearer, (if facing overwhelming odds). The succubus is enraged at the affront to her race, and will not rest until the veil has been acquired and the wearer slain.

GP value 4,000; XP value 750

Source: Dan Rasaiah

Wards of Equidae

Developed by the clergy of Equinus (the 'horse' deity) these powerful amulets were designed to ward tethered horses whilst their riders were absent. Appearing as 1' diameter thin plates of tin with a horse head indent attached to a thin loop of chain, the amulets are typically hung around the necks of steeds and pack animals. Whilst worn, any would be attacker must successfully pass a saving throw vs. magic at -4, or the horse will be completely ignored (similar to a sanctuary spell). In addition, any failing their saving throw suffer 1d6 electrical shock damage from the amulet. The amulets will function for up to 12 hours per day.

GP value 4,000; XP value 750

Source: Dan Rasaiah

Armor

Chainmail of Whispers

This magical chainmail makes no noise when worn, struck, shaken, etc., nor does it reflect light. This quality allows those wearing it, such as thieves and rangers, elves or halflings, to move silently or hide in shadows as if it were leather armor. Chainmail of Whispers also provides additional magical protection, as determined by the roll of a d20:

d20	Bonus
1–11	Chain Mail +1
12–16	Chain Mail +2
17–19	Chain Mail +3
20	Chain Mail +4

The gold piece and experience point value of the armors is the same as in the DMG, plus an additional 2,500 gp and 500 xp per plus of the armor.

Source: Andrew Hamilton

Helmet of the Iron Guard

These helmets were once quite common, but the secrets of crafting them have been lost, and the majority of them have now been destroyed. Sought after by warriors, when worn these helmets provide a bonus to the wearer's armor class, magically augments their alertness, and makes them more resistant to charm or other mind-influencing spells. The benefits to armor class are incurred whether or not the user is wearing armor—magical or non-magical, making the magical protection of these devices very powerful.

d12	AC Bonus	Surprised	Saves vs. Charm	XP Value	GP Value
1–9	+1	1 in 6	+1*	1,000	10,000
10–11	+2**	1 in 8	+2	2,500	25,000
12	+3	1 in 12	+3***	4,500	45,000

* Also provides the effects of the psionic defense Mind Blank against psionic attacks while worn.

** Also provides protection of the psionic defense Mind Blank and Tower of Iron Will, whichever is better, while worn.

*** Also provides the effect of the psionic discipline Mind Bar and the psionic defenses Mind Blank and Tower of Iron Will, whichever is better, when worn.

Note: Wearing this helm constitutes the use of a psionically active item, with appropriate benefits and penalties, due to the resistance to mind attacks. The Tower of Iron Will ability, when in use, only affects the wearer – no ranged protection is provided by the helm.

Source: Andrew Hamilton

Miscellaneous Weapons

Dart of Webbing

Acts as a throwing dart +1, but a successful hit will encase the victim with a strong magical webbing. The webbing will envelop an ogre sized or smaller victim, and remains for up to 6 turns unless dispelled, (webbing cast at 12th level), burnt away (takes 1d4 rounds and victim takes 2d4 damage/round), cut free (1d4+2 rounds), or broken by force, (consult the following table; note victims < 15 Str cannot break the webbing)

Victims encased in webbing are unable to cast spells, melee attack etc. They suffer a +4 penalty to armor class and a -2 penalty to saving throws.

If the thrown dart misses its target, it will discharge a 10'sq webbing (as the spell), on whatever inanimate surface it strikes.

Victims Strength	Rounds to break free
15	1d4+5
16	1d4+4
1	1d4+3
18	1d4+2
18/01 - 18/50	1d4+1
18/51 - 18/00	1d4
19 or greater	unaffected

Hit or miss, the dart vanishes after the attack is resolved.

GP value 1,000; XP value 200

Source: Dan Rasaiah

Gloves of the Pugilist

These slim leather gloves allow the wearer to attack 2/1 and deliver 1d4 damage per strike. On a natural 20 the victim will be knocked unconscious for 1d4 rounds, (save vs. paralysis negates).

GP value 2,500; XP value 500

Source: Dan Rasaiah

Vorpal Garrote

Highly sought after by assassins and thieves alike, this rare weapon resembles a normal garrote with a dark red wire. Upon a successful to hit roll from a backstab attempt, the garrote will decapitate any humanoid victim up to medium size. It is a one-use item, crumbling to dust upon a successful kill.

GP value 5,000; XP value 500

Source: Dan Rasaiah

Magpie Sword

by Ian Slater

A **Magpie Sword** is always a short sword, and is **+1, +2 vs. "Giant" Creatures** (e.g., giant ants). The sword "eats" gold, when placed on a pile of gold it will absorb 50gp per round. Any time after it has absorbed 100gp it will allow the wielder to carve out an extra-dimensional space similar to that produced by a **Rope Trick** spell cast by a 14th level magic user.

The procedure is to slash any surface (or the air in front of the wielder) in a rectangular shape like a door. A black entrance to the extra-dimensional space will appear and the thief can enter and close the portal behind them. Each such creation of space consumes 100gp worth of "absorbed" gold. If the sword fails its save versus a **Disintegrate** spell there is a 50% chance it will explode for an extra 5d10 damage.

GP value 15,000; XP value 3,000

The Toybox III: Ulan Dhor's Magical Swords for Thieves

by Ian Slater

Thieves get a bad rap, no pun intended.

They are considered by many to be underpowered, their skill percentages are very low at low levels, and when they fail at crucial skills like hide in shadows or pick pockets, things can get ugly fast. Average armor, limited weapons and low HD make for a formidable tactical challenge for the 1e thief.

What does the thief have in her favor? Well, faster level progression for one thing, and if coupled with an aggressive attitude towards hoarding a larger share of the treasure, then level gain can be accelerated even more. The tendency to evade and distract to gain access to backstabs also means that the thief has the potential to avoid a lot of damage. Still, avoidance and deception can only get you so far, especially when it is based on thief skill percentages that start low and grow slowly.

One temptation when a class is comparatively more challenging to play is to change the class functions or abilities, alter charts, etc. I've done this myself and I understand the appeal.

However, another option presents itself, one that is entirely BTB and a beneficial consequence of the fact that thieves can use magical swords. The option is to give thieves the magical swords found in a treasure horde (or taken from the "cold dead hand" of a NPC) instead of just handing them off to the party fighter (thanks to Bargle on the 1e Dragonsfoot message boards for suggesting this).

A magical sword ups regular damage, improves to hit rolls, and can make those backstabs more memorable. It makes the thief more viable in combat, and thus increases party survivability. It's win-win.

But there is a catch.

The party fighters aren't going to be so keen on sharing their magical swords. Now, I suppose the thief could just steal the magical swords, or at least get to the treasure horde first. However, that won't always work, and even if it did, the party fighters are going to notice the swords when they are used. So what to do?

Another option presents itself: make your own magical swords!

The rule books allow for the creation of magic items, and it can be presumed that powerful thieves would commission powerful swords, and thus create weapons just for thieves. The thief doesn't have a lot of thief only magic item options, so creating your own weapons helps. They can also be used to help compensate for class limitations without having to change the class significantly. Changing a class changes every member of that class in many abilities, adding a magic item helps one individual in one area. That's fair, fun, and makes thieves a bit more interesting. It's also BTB, for those who are concerned about that sort of thing.

Importantly, it's not all about power, you can play a stealthy game and both wield and amass power, but adding a cool sword can open up some options that might otherwise be barred. I have created a collection of 56 magical swords for thieves. I have included in all entries an indication of what type of sword will be found (e.g. short, long, etc.) Most of the swords here are +1, and many of them have special powers that don't do direct damage. These are *thief* swords, not fighter swords that thieves might like to use. They augment existing thief skills and abilities, and focus on evasion and misdirection. I have also included some cursed varieties, as these are swords for thieves after all … I hope you will find them interesting and fun.

Beak and Claw

The *Beak* is a **Sword +1**, the *Claw* is a **Dagger +1** that is of the same design, material and make; the two are obviously of a piece. When are used together the negative off-hand penalty for the wielder is mitigated by 3 points and the negative main hand penalty is mitigated by 2 points. If these adjustments change the penalties to bonuses then

the wielder gets the bonus (e.g. if they had a 17 dexterity the main hand would end up with a +2 modifier to hit). Separate from each other the weapons are simply +1 with no extra abilities.

Sword type (1d8): 1-3 short, 4-6 broad, 7-8 long.

GP value 8,000; XP value 1,000

Sword of Bolting

A **Sword of Bolting** is of **+1** value. In the hands of a thief it will allow the thief to charge at double movement rate for up to a turn 3 times per day. 1% of these swords are cursed and will cause the wielder to charge at double movement rate until they fail a constitution check and collapse exhausted, and must roll a system shock check or die.

Sword type (1d6): 1-2 short, 3-4 broad, 5-6 long.

GP value 8,000; XP value 1,000

Cartwheel Sword

A cartwheel sword is a **Short Sword+1**, the most common form of which is an *acinaces* (a Persian short sword with a partially curved blade). It is weighted perfectly to be thrown in a spinning motion with the same throwing range as a javelin and weapon versus AC profile as a hand axe, and upon a successful hit when thrown it will do double dice damage (e.g. against a SM target, roll d6 twice, add results, add modifiers). Dexterity reaction attacking adjustment applies to the "to hit" roll with the thrown sword, strength modifiers to hit and damage do not.

GP value 7,000; XP value 1,500

Cutpurse's Cleaver

This sword is a finely wrought **Broadsword +1**. Its grip and hilt are made of cold iron wrapped in platinum weave wire, its blade is steel polished to liquid silver in sheen, not glowing, but highly reflective. It comes in a scabbard plated with obsidian. For a normal wielder it is a +1 weapon. In the hands of a thief it is **+1, +2 vs. Large Sized Creatures**. In addition, it has the weapon vs. AC profile of a two handed sword. Rangers of chaotic alignment have found it to work for them as well.

GP value 8,000; XP value 2,000

Sword of Confusion

This sword is a standard **Sword +1** in the hands of a non-thief. When wielded by a thief the sword is +2, and twice per day the wielder may activate a special power. When the wielder is in a melee with multiple opponents, the sword can force any attackers to randomly target their foes for one attack round, e.g., if the thief activates the power while being faced by 6 orcs in battle, each orc who targeted the thief would have to roll a d6 to see who was the recipient of their attack (a to hit roll is still required). Conventionally, the high roll is the thief, any other roll is one of the intervening enemies. So in our case, a roll of 6 would direct the attack at the thief (to hit still required).

1% of these blades are cursed and when used for the first time will cast a confusion spell on all allies of the sword wielder.

Sword type (1d6): 1-3 short, 4-5 broad, 6 long.

GP value 8,500; XP value 1,800

Corpse Blade

A **Corpse Blade** is a**+1, +2 Against Undead**, and is made of a dull, yellow metal covered with engravings of skulls and skeletons. Once a day for up to 1 turn it will make its wielder invisible to undead.

1% of these swords are cursed and when used to make the wielder invisible to undead for the 7th time the sword will thereafter draw all undead within a 8" radius to the sword wielder for one full 24 hour period.

Sword type (1d8): 1-3 short, 4-6 broad, 7-8 long.

GP value 8,500; XP value 1,800

Sword of Evocation

The sword of evocation is a +1 sword. In the hands of a thief it has a secondary power. If the wielder

fails his save versus an evocation spell nothing happens. However, if he makes his saving throw versus an evocation spell then the sword "steals" the spell effect, neutralizing it, and increasing the sword's magical bonus by 1 point for every 2 levels of the spell cast against the wielder (round up) to a maximum of +5. This increased enchantment is kept for 1 day. So, for example, if a thief made his save versus a lightning bolt spell then the sword would be temporarily a +3 sword. The sword also grants a save at +1 (no other protections stack with this, +1 only) versus magic missile. Roll a d6 to see what kind of sword is found: 1-2 short, 3-4 broad, 5-6 long.

Sword type (1d6): 1-2 short, 3-4 broad, 5-6 long.

GP value 9,000; XP value 2,500

Sword of Feathers

A **Sword of Feathers** is always a short sword. It has a +1 magical enchantment, **+2 vs. Avians**, and a weapon speed of 2. At most once per day the sword can activate a **Feather Fall** on the wielder at 15th level of experience when the wielder falls from more than 10' height.

1% of these swords are cursed and when they are first used to slay an avian creature the sword will cast a **Levitate** on the user, lift them 4d4" into the air and drop them to their doom.

GP value 5,000; XP value 1,000

The Filcher's Falchion

The **Filcher's Falchion** is **+1, +2 Against Medium Sized Creatures**. In the hands of a thief it has several powers:

- Once per day to cast **Darkness 15' Radius** anywhere in a 2" range.
- Once per day to cast **Slow** on anyone in a 2" radius (save applicable)

Although it has obvious combat implications, the sword is ideal for thieves who want to get to the treasure horde before their colleagues.

1% of these swords are cursed and upon their first successful blooding will cast a permanent **Darkness 15' Radius** and **Slow** on the wielder that can only be removed by a cleric of 15th level casting Remove Curse or a 20th level magic user casting Dispel Magic.

GP value 14,000; XP value 1,500

Filcher's Rapier

This thin, razor sharp blade comes with an elaborate filigreed cage hilt encrusted with emerald slivers embedded in mithril. It is a +1 weapon. When wielded by a thief it is a +2 weapon, with the W vs. AC profile of a long sword, a weapon speed of 2 and the damage profile of a scimitar (1d8, 1d8). Any experience gained by the thief while wielding this weapon is given a +10% bonus.

GP value 8,000; XP value 2,000

Sword of Filching

A **Sword of Filching** is a +1 weapon, usually a short sword or broadsword (equal chance). Once per day all victims in a 3" radius can be made to save versus spell or be compelled to check their person for their most valuable items to ensure they have not been taken (the wisdom magical attack adjustment applies to this save). This will take 1 round, giving the thief 1 round to flee or 1 round to witness where all victims keep their most valuable items.

GP value 7,000; XP value 1,500

Sword of Freedom

The **Sword of Freedom** is a +1 magical sword. In the hands of a thief the sword has a special power. When the thief is bound (manacled, imprisoned, etc.) the sword will teleport to her hand and cause her bindings to release. This ability can only be used once a week. No other weapons or armor are transported to the thief, and she is not removed from the area of captivity, just from whatever was binding her.

Sword type (1d6): 1-2 short, 3-4 broad, 5-6 long.

GP value 10,000; XP value 2,000

Grappling Sword

This sword has a +1 enchantment, an engraving of a pair of crossed arms on the base of the blade on both sides. The blade, when in possession of a thief, will allow him a +50% on all grappling attacks/defenses, and on an attack roll that exceeds the required "to hit" by 5 the victim's next attack will be at -1 to hit.

Sword type (1d6): 1 short, 2-3 broad, 4-6 long.

GP value 14,000; XP value 2,000

Grasshopper Sword

A grasshopper sword does not glow, but is light green in color and gives off wisps of white steam when held in damp environments. It is a +1 weapon. When held in hand it allows the user to do the following:

a) Jump up to 20 feet straight up, 10 feet back or 30 feet forward. As a defensive technique (to dodge an attack) it must be adjudicated. For example, to dodge by jumping PC would have to declare this as intent before rolling initiative, if initiative is lost the wielder is -4 to hit, if initiative is won, the wielder avoids attack and is repositioned)

b) Jump on to walls, move on them and wield the sword effectively while on a wall or hanging from a branch, etc. for up to a turn.

The wielder may perform these acts up to thrice a day each. Any further attempts will have a cumulative 15% chance of leading to a crash, 2-10 damage.

Sword type (1d6): 1-3 short, 4-5 broad, 6 long.

GP value 8,000; XP value 2,000

Guile Blade

A guile blade is a +1 weapon. In addition, it adds a one point bonus to all dexterity adjustments, e.g., reaction attacking adjustment, defensive adjustment, thieving skill bonuses, etc.

Sword type (1d6): 1 flamberge (rapier/short sword), 2 gladius (short sword), 3-4 "cleaver" falchion (UA falchion), 5 basket hilted claymore (broadsword), 6 long sword.

GP value 20,000; XP value 3,500

Hoarfrost Sword

A **Hoarfrost Sword** is a + 1 sword and its blade is a bright blue hue. Once per day the sword may be struck against its scabbard and the ground for a 2" radius around the wielder will instantly be covered with a thick layer of ice. All victims in the AoE must save versus paralyzation, those who succeed take no damage, but if they subsequently attempt to move must make a dexterity check or fall and spend a round getting back up, if they attempt to attack the attack will be at -4 to hit. Those who fail their saves will have their feet trapped in the ice and must make a bend bars roll to free themselves, or chop the ice to escape (taking 3 rounds and requiring an axe or other bladed weapon).

Once free all movement and attack penalties mentioned above apply. The ice will last for 5 rounds in a warm environment, 10 rounds in a cold environment. Wherever the wielder walks on the ice it will melt and leave a trail of footprints.

1% of these swords are cursed and will, when struck to the scabbard for the 7th time (and 14th, and 21st, etc.) cause the wielder to save versus death magic or be frozen solid by the spell (effectively petrified), killing them if they fail a subsequent system shock spell, and doing 3d10 damage otherwise.

Sword type (1d8): 1-3 short, 4-6 broad, 7-8 long.

GP value 15,000; XP value 3,000

Hydra Blade

A **Hydra Blade** is a +2 sword made of a dark green metal. When the wielder is confronted by multiple foes the blade gives the wielder one extra attack for every foe they face beyond the first. The blade will not give multiple attacks against the same foe, and can give a maximum of 4 attacks in any given round.

If desired, the extra attacks can be used to parry incoming attacks (but again, only one from each foe, not multiple attacks from the same foe).

1% of these blades are cursed and when they are used to defend against 4 opponents for the first time the user must save versus death magic or be permanently polymorphed into a 8 headed hydra.

Sword type (1d6): 1-3 short, 4-5 broad, 6 long.

GP value 10,000; XP value 2,500

Hyena Sword

This sword is made of a mottled metal with a combination of dark brown and orange spots and is of +1 magical enchantment. Three times per day the wielder of the sword may, for up to a turn, "project" whatever sound they wish within a 3" radius (much like an **Audible Glamer**). This projection can be maintained with minimal concentration (e.g., during anything but melee combat).

Sword type (1d6): 1-3 short, 4-5 broad, 6 long.

GP value 8,000; XP value 1,000

Sword of Impact

An **Sword of Impact** is a regular +1 sword. It has several interesting properties:

- Weapon vs. AC profile of a mace.
- Weapon speed of 1 less for whatever variety of sword it is.
- Strike creatures only hit by blunt weapons.
- Shatters items by forcing a save versus crushing blow up to 2 times per day (successful hit required).

1% of these swords are cursed and after a month's use will start to become incrementally heavier, to the point they will be unusable.

Sword type (1d6): 1 short, 2-5 broad, 6 long.

GP value 7,000; XP value 1,800

Inferno Sword

An **Inferno Sword** is a +1 blade, made of a coppery-orange metal. When the sword is placed in an existing fire, torch sized or larger, it becomes covered with flame. That flame may be used in one of two ways:

- The flame may be kept on the sword for 1d4 rounds, giving the sword +1 to damage, +2 to damage versus cold using creatures. In addition, the flame will cause anything flammable it strikes to start to burn for 1d3 additional rounds (doing 1 hp damage per round and objects to save versus regular fire or be destroyed).
- The flame may be "thrown" once up to 2". With a successful "to hit" will set flammable objects on fire for 1d3 rounds, doing 1 hp of damage per round and causing any flammable objects to save versus regular fire or be destroyed.

These swords save as hard metal with a +2 against cold attacks.

Sword type (1d6): 1 short, 2-3 broad, 4-6 long.

GP value 7,000; XP value 1,500

Marsh Blade

A **Marsh Blade** is a +2 magical weapon whose blade is made of a dark, green metal with a black handle and hilt. Once per day the sword can emit a **Stinking Cloud** as the spell, cast at 10th level of experience, but centered on the sword wielder.

The wielder, and anyone touching the wielder, are immune from the effects. Thus if a foe was close enough and grappled the wielder they would be immune as well. If the sword is dropped while in the center of the cloud the wielder will lose immunity. The cloud does not move with the wielder, and can be dispersed in the same way the spell can.

1% of these swords are cursed, and upon striking magical armor for the first time will emit the stinking cloud but it will impact the user as well, and will stay centered on the sword for its duration.

Sword type (1d6): 1 short, 2-5 broad, 6 long.

GP value 8,000; XP value 1,500

Monkey's Tooth

A **Monkey's Tooth** is always be a falchion, and has a +1 enchantment. In the hands of a thief or a monk its enchantment is +2, and once per day it can summon 1d6+2 monkeys to the wielder's side for 1d3+1 turns.

The monkeys are extremely agile and fast (AC 4; 3 hp each; # Att 2; DA 1d2, 1d2; SA: surprise on 1-3, swarm and steal). The monkeys have a THACO of 19, surprise on a 1d3 on a d6, and have two special attacks. They can swarm the head of victim blinding them (2 monkeys minimum-no damage, regular to hit), or grab any item of up to hand axe sized and bring it back to the wielder when to hit is exceeded by 4, this can include fishing things out of pockets and off belts (pick pockets as a 8th level thief). If all the summoned monkeys on a particular day are killed before the summoning time is up the blade will crack in half and be forever useless.

GP value 14,000; XP value 3,000

Sword of Pilfering

The **Sword of Pilfering** is a +1 magical weapon. In the hands of all classes other than thieves the weapon has no other abilities, but for a thief the sword has one special power. Once per day when engaged in melee the sword can create an **Unseen Servant** that can be directed to pick the pockets of any victim within 2" at a skill level equal to that of the wielder. If the thief directs the construct to pick the pockets of a victim who is engaged in melee with the thief the PP% increases by 15%.

If successful, the object removed will become invisible like the construct, and it will be brought back to the wielder in 1 round. If the PP roll fails the victim will notice a tugging or jostling in the appropriate area, but as the construct is invisible will see nothing.

Sword type (1d8): 1-3 short, 4-6 broad, 7-8 long.

GP value 12,000; XP value 2,000

Proximity Blade

A **Proximity Blade** is a semi-sentient blade that is aware of all living creatures in a 2" radius, and communicates this knowledge to its wielder in the form of visual images of the creatures in question. As a result of this awareness the wielder of the blade has only a 1 in 8 chance of being surprised. In addition, they will be able to visually identify all living beings in a 2" radius of the sword. If the creature in question is invisible or otherwise protected by magic, then the wielder will see a dark outline rather than the proper visual image of the creature in question. If the magical protection is high level (e.g. a **Veil** spell) then the sword only has a 25% chance of identifying the target in question.

Sword type (1d6): 1-3 short, 4-5 broad, 6 long.

GP value 14,000; XP value 3,500

Sword of the Pyre

A **Sword of the Pyre** is a +1 weapon. In addition, up to twice a day it can perform a **Pyrotechnics** spell, at the wielder's direction, at the 12th level of casting. Any additional attempts that day invoke a 5% cumulative chance of summoning 1d3 lemurs who will attack the wielder.

Sword type (1d6): 1-2 short, 3-4 broad, 5-6 long.

GP value 8,000; XP value 2,000

Ratcatcher Blade

A **Ratcatcher** is always a short or broad sword (75%/25%). The sword is **+1, +2 vs. Vermin**, and any vermin killed by the sword have a 50% chance of animating (same stats) as undead for 1d4 turns and serving the wielder.

1% of these swords are cursed and when the 20th vermin is killed the sword will immediately summon 4d4 giant rats who will attack the wielder.

GP value 6,000; XP value 1,200

Editor's Note: ALL of the incidental magic items scattered throughout this issue are thief swords from the mind of Ian Slater.

Spellcaster's Paradise I: More Spells

by Lee Connor & Nicole Massey

This monthly column features new spells.

Elvanic Rune

Level:	Magic-User 3
Type:	Alteration
Range:	0"
Duration:	Permanent
Area of effect:	1 symbol
Components:	V, S, M
Casting Time:	1 turn
Saving Throw:	N/A

This spell is used to create a rune, symbol, or other marking which can only be detected under certain circumstances, e.g. at night, at sunrise on the summer solstice, when specific things are done in the area, by certain classes or races, etc. This may be cast on normal writing to conceal it, or on special symbols or sigils. The writing is not detectable by any means short of a **Wish** or **Limited Wish** or possibly through divine intervention until these criteria are met. This concealment does not eliminate the power of these symbols, however, so a glyph of warding, though not detectable, still will go off as normal.

The material component for this spell requires a special ink compound made from many arcane ingredients and compounded by an alchemist at a cost of 250 GP per rune inscribed or a total cost of 4,000 GP for the entire batch. The ingredients of the ink additive are the ichor of a ghost, the juice from a bushel of lemons, doppelganger blood, a crushed 50 GP moonstone, a similarly crushed 50 GP citrine, and the blood of any profession or race that will be able to detect the writing. (A few drops will be enough.) If hair and fingernail clippings are included in the potion, only the specific individual will be able to discern the writing.

Dispel Magic has a 1% chance per level of the caster of removing the rune if cast twice, and Anti-Magic spells will deactivate the rune and the underlying writing for the duration of the spell. Certain high level spells also use this spell as a method of setting criteria for certain effects or when the spell is detectable or accessible, and this is expressed in those spell descriptions.

Source: Lee Conner

FarBow

Level:	Magic-User
Type:	Alteration
Range:	touch
Duration:	1 round/level
Area of effect:	bow or missile weapon touched
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	N/A

When this spell is cast on a bow or other missile weapon all ranges greater than point blank are doubled. This spell does not affect point blank or inside ranges.

Source: Lee Conner

Meldaar's Curving Missile

Level:	Magic-User 3
Type:	Alteration
Range:	touch
Duration:	special
Area of effect:	1 missile
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	N/A

By using this spell the caster enchants one missile to hit specified targets around corners, through curves, over walls, and other obstructions. The missile must be able to reach a target through the air, so a target is unreachable if it is shut up in a closed room with shuttered windows, for example, unless there is a

chimney, mail slot, etc. where the missile can travel to reach the target. The missile may make one curve for each level of caster, and travels the full range of the particular missile. The caster has to name the target in a way that differentiates it from other objects of similar shape and description, so in a space with one dwarf and five elves saying "the dwarf" is enough, while if one of the elves was to be targeted it might require something like, "The dark haired male elf dressed in orange with the hand axe." True names for living creatures will always result in a hit. The guiding principle is if the referee can determine clearly which target the caster desires to hit. The material component is the missile and a piece of string made of spider silk tied to the missile. The spell imparts no other bonuses to the missile.

Source: Nicole Massey

Compaction

Level:	Magic-User 4
Type:	Alteration
Range:	special
Duration:	permanent
Area of effect:	1 book + 1 book/level
Components:	V, S, M
Casting Time:	1 round/book
Saving Throw:	special

Using this spell the caster can create a special book that allows one book to contain the contents of many books. As many books as the level of the caster can be compacted into a single tome. The caster must create a special book that contains as many pages as the largest book in the target collection of books. This book is placed at the bottom of the pile with successive books stacked upon it in order. The top book is the standard default book of the compacted tome.

The caster must successfully make a saving throw vs. Spells. If this is successful the spell continues, otherwise it is spoiled and lost.

The caster pushes down on the books from the top. Each time one of the books disappears the magic user must speak the command word that will access the book and must make a save vs. Dexterity - failure means the stack fell over and no more books may be compacted into the tome. Upon successful completion of the spell the last book will be the one the book appears to be.

Both non-magical and magical books can be included in a compacted book, and when a book is called up using its command word the book may be written in. The pages of the book turn into the type of material the particular book was made of -- paper, papyrus, vellum, parchment, etc., and the book is resistant to damage and detection as magical, imparting a +4 bonus to saves and a -4 reduction to attempts to detect it or damage it. There is no way short of a full Wish to determine the command words for the books in a compacted tome, and even then the information is quite arcane and only has a 20% chance of being revealed per tome.

Many magic-users use this spell to make traveling books easier to manage and to conceal their arcane tomes and spell books under something seemingly mundane, like journals or books of children's tales. If a **Dispel Magic** is cast on the book, followed immediately by another one, the book saves at -4 at the level of the creator, and if it fails the spell will be undone and all of the books will be released from the spell. Books so released can never be used in a Compaction spell again, and will cause an automatic failure as if a dexterity roll was failed if they are tried in the spell, though there is no way to detect this in the book short of a Limited Wish. For this reason most magic-users will have new books scribed for their compaction spells or scribe them themselves. Books may contain runes of power, symbols, Elvanic runes, and other protections, and these protections will not damage the book in any way.

Source: Lee Conner

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For all of these spells, see Unearthed Arcana for suggestions regarding the cost to get the spell cast by an NPC for the party's benefit.

Spellcaster's Paradise II: Ditties – Cantrips for Bards

by Nicole Massey

Just like magic-users and clerics have cantrips and orisons respectively, in my campaign bards have similar simple songs known as "ditties". A bard or minstrel may choose to take four such songs instead of a first level song, and in all other ways casting a ditty is akin to casting a cantrip.

Bards have access to the following magic-user cantrips, though they're performed differently: Bee, Belch, Blink, Bug, Chill, Clean, Cough, Creak, Curdle, Dampen, Distract, Dry, Dust, Exterminate, Flavor, Footfall, Freshen, Gather, Giggle, Gnats, Groan, Hide, Knot, Moan, Mouse, Mute, Nod, Palm, Rattle, , Ravel, Salt, Scratch, Shine, Sneeze, Sour, Spice, Spider, Spill, Sprout, Stitch, Sweeten, Tangle, Tap, Tarnish, Thump, Tie, Tweak, Twitch, Unlock, Untie, Warm, Whistle, Wilt, Wink, Wrap, Yawn.

Bards can also access the following Illusionist cantrips: Colored Lights, Mirage, Noise, Rainbow, Two-Dimension.

When casting magic-user or illusionist cantrips as ditties the bard sings a short tune, most often between two to four lines, and plays an instrument to effect the ditty instead of what is specified by the cantrip description, though if the cantrip has a command word that will appear in the ditty.

The following are ditties performed only by bards or other character classes that use music to create their spells.

Polish

Level:	Bard 0
Type:	Alteration
Range:	touch
Duration:	special
Area of effect:	1 object
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none

Explanation/Description: Lightly rubbing the polishing cloth over an object while reciting this ditty removes the effects of tarnish, age, and discoloration from the object just as if elbow grease and time were used to remove these blemishes. This ditty won't remove defects in the object's surface.

NPC Spell Cost: 2 CP

Resonant Knocking

Level:	Bard 0
Type:	Divination
Range:	touch
Duration:	special
Area of effect:	5 pieces of wood/level
Components:	V, S
Casting Time:	3 segments
Saving Throw:	none

Explanation/Description: By using this ditty the bard or Minstrel can determine the resonant characteristics of a piece of wood or determine where the best reeds can be cut from a stave of bamboo. The caster knocks on the wood with a knuckle and listens to the tones produced, and the best woods and reed material will respond with a resonant echo that is pleasing to the ear.

NPC Spell Cost: 1 SP/piece of wood

Restring

Level:	Bard 0
Type:	Conjuration/Summoning
Range:	touch
Duration:	special
Area of effect:	1 instrument
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none

Explanation/Description: This ditty allows a Bard or Minstrel to quickly restring a stringed instrument. The spell takes 1 segment per string on the instrument, so a lute is restrung in 6 segments while a harpsichord might take 264 segments for a single course instrument and twice that time for a dual

course instrument. Note that this cantrip doesn't tune the instrument. Discarded strings are tied in a bundle by the force restringing the instrument and placed beside the instrument.

NPC Spell Cost: 1 GP (guitar or lute) to 100 GP (harpsichord)

Spectral Page-Turner

Level:	Bard 0
Type:	Conjuration/Summoning
Range:	10'/level
Duration:	4 turns/level
Area of effect:	special
Components:	V, S, M
Casting Time:	1 round
Saving Throw:	none

Explanation/Description: A Bard or Minstrel casts this ditty to summon a disembodied spirit that will turn the pages of music for him or her at the appropriate times. The spirit reads the surface thoughts of the performer and turns the page when the performer desires it. The spirit can do no other actions besides turn pages and pick up fallen music or lyrics knocked over by wind or other issues. When the performer stands up and takes a bow the Spectral Page turner is dispelled, and it will also depart when the duration of the spell expires.

NPC Spell Cost: 5 GP

Swab

Level:	Bard 0
Type:	Alteration
Range:	touch
Duration:	special
Area of effect:	1 instrument
Components:	V, S
Casting Time:	3 segments
Saving Throw:	none

Explanation/Description: By using this ditty the Bard or Minstrel can remove all moisture from the inside of a woodwind, brass, or other windblown instrument and restore the interior to like new condition. This ditty also removes dirt and condensation from the pads on the bottom of keys and dries out any dampened reeds. The caster rubs the object from end to end with their dominant hand while making a sucking noise with the mouth.

NPC Spell Cost: 1 CP

Tune 1

Level:	Bard 0
Type:	Alteration
Range:	touch
Duration:	special
Area of effect:	1 instrument
Components:	V, S, M
Casting Time:	1 segment/6 strings
Saving Throw:	none

Explanation/Description: By casting this ditty, the Bard or Minstrel causes one stringed instrument to tune itself. The bard must sing or play the notes the strings are tuned to and the strings will tune to that exact pitch. Note that tuning a Harpsichord will take substantially longer than tuning a six string lute. This will bring the instrument into tune, but will not protect it from going out of tune.

NPC Spell Cost: 1 CP (guitar or lute) to 1 GP. (harpsichord or clavichord)

Burglar's Blade

by Ian Slater

A **Burglar's Blade** is always of +1 value. Twice per day for 5 rounds maximum each time the wielder can invoke a **Protection from Normal Missiles** spell while climbing a wall

In addition they may use the sword one handed without penalty and without falling while climbing a wall as well.

1% of these blades are cursed and will emit a piercing wail when mid-way up the 7th wall climbed with the sword.

Sword type (1d6): 1-2 short, 3-4 broad, 5-6 long.

GP value 10,000; XP value 2,000.

Domiciles & Emporia: The Enchantress Korda Frostfire

Magical Items Made To Order

by Nicole Massey

Owner: Korda Frostfire is a woman of average height and build, neither heavy or slender, with nut brown eyes and chestnut hair. She's fair in appearance, but not enough to garner stares, and relatively strong and healthy for a magic-user. She wears robes in town, her favorite colors being pastel shades of blue, green, and orange, and often bears notation of her rank on her person. Her robes often sport embroidery of flowers and vines, and both her robe and vest bear **Deeppockets** spells to increase their utility. She uses the title of "enchantress" contrary to guild rank, and is quick to point out that she's ranked as a full Wizard if asked, and that's a small e in her title to reflect that she's a maker of items, not the rank name. She's also trying to get that rank name changed to minimize confusion, a move which has both supporters and detractors. (like everything else she does in the Guild…)

Korda Frostfire *; Human magic-user level 16; AC 6; Mv:12"; HP 43; #Att 1; Dam 1d6+3; Al CG; Str 8; Int 18; Wis 14; Dex 17; Con 11; Cha 17; Co 13; **Staff +3 Frostbrand**.

Korda loves elemental spells and ones that deal with temperature. To this end she'll fill her spell slots with fire and cold spells first, then fill in the cracks around that. Since she's not an adventuring wizard anymore, she doesn't tend to carry around offensive spells as much as she used to.

Spells normally carried in memory (5/5/5/5/5/3/2/1): Burning Hands, Detect Magic, Identify, Read Magic, Shield, ESP, Knock, Levitate, Preserve, Protection from Cantrips, Dispel Magic, Fly, Lightning Bolt, Material, Protection from Normal Missiles, Enchanted Weapon, Ice Storm, Polymorph Other, Remove Curse, Wizard Eye, Cone of Cold, Fabricate, Leomund's Secret Chest, Sending, Telekinesis, Anti-magic Shell, Enchant an Item, Legend Lore, Dramij's Instant Summons, Teleport Without Error, Permanency.

Korda has been using her staff since apprenticeship, and it's now a **Staff +3 Frostbrand** weapon. It adds two first level spells per day, one second level spell, and one third. It can cast **Burning Hands** three times per day, **Fireball** once per day, and thanks to an intercept from a 13th level illusionist it can also cast **Improved Phantasmal Force** once per day as well. Korda needs no components to cast **Burning Hands, Feather Fall, Spider Climb, Wizard Lock, Knock, Levitate, Fly, Fireball, Flame Scry, Lightning Bolt, Gust of Wind,** and **Cone of Cold.** The staff is not yet intelligent, though she's sure it won't be long now.

Hours of Operation: Korda is home most times unless she is off conducting business or working at the Phatenite Academy of Magical Arts and Occult Sciences, where she's a professor. She lives by a regimented schedule, and only welcomes visitors in the evenings, though she visits others and has been known to take in a play or concert.

For magical business she's available in the afternoon on Tuesdays and Thursdays at her home. Korda takes commissions for objects that deal with fire and cold. So she'll make chill boxes, fuel-less ovens, jewelry that regulates body temperature like **Rings of Cold** or **Fire Resistance**, and **Flametongue** and **Frostbrand** swords and other weapons. Construction and enchantment times are as normal times two, as her other duties don't let her work on commissioned items as often as she would like. She will make no item of evil purpose, nor any item that would cause harm to the guild, guild members, or sailors and shipping. Likewise she will not take a commission if it's counter to the weal of her kingdom.

Exterior Description: three major buildings and several minor ones sit on a 2 acre lot. The building at the front of the property is Korda's house which she shares with her brother, staff, and apprentices. The exterior is a whitewashed building with a wrap-around porch, three stories in height. The shingles

are of slate, and the walls under the main building are carved stone, as is the pediment and walls of the porch. Porch cover columns are carved stone (looking like caryatid columns) supporting a slate roof. The window frames are wood, along with the doors and shutters. Glass is uniformly square paned, with roundels only on the third floor.

The second building is a tower five stories tall, about 20' radius. It has the look of an old fortification, and only the two top floors have windows instead of arrow slits. Its top is crenellated and festooned with (nonliving, allegedly) gargoyles and there's at least one sizeable telescope up there too.

Finally there is a lodge on the property near the house which matches the house in style, though it is only a single story building. It looks like it's used only part of the time but it's still in excellent repair.

There are a few smaller buildings on the property – a chicken coop, barn, storehouse, and coach house in appropriate places, along with the ubiquitous garden shed and wash house.

The area is planted with fruit bearing trees and there's a small vegetable garden along with flower beds everywhere. The property is bordered by a four foot high stone wall in excellent repair.

Interior Description: The main house is spotless. The inside of the stone is paneled in wood of different colors. The ground floor has a formal kitchen, dining room, parlor, and smoking room. The second floor houses six bedrooms, the two on the ends consisting of three room suites with their own indoor plumbing, clustered around an open sitting area. There's a garderobe on this floor. The third floor has a central study room with a bookshelf lining (the shelves are packed so full there are books and scrolls sitting on top of other books) and doors lead to 12 smaller rooms that each contain a bed, chest, wash stand, and bookcase, (these are apprentice's rooms). The attic is finished out, and is used for storage, though it's kept tidy. The basement is also a storage space, though it also keeps the steam furnace that heats the house during the cold Phatenite winters. As mentioned before, everything is clean and tidy. Korda's decorating style is Spartan and clean, with minimal small things and several larger artworks . Her furniture is simple and unornamented, but well made, and she prefers natural woods accented with bright fabrics.

The old guard tower is all business. The first floor holds supplies in well organized and labeled crates, bags, and chests or on shelves and in cases. Besides the thick ironwood door bound with iron bands and with three ironwood bars and wizard lock spells on the lock and all three bars the area is open, with a staircase along the wall and an open hole to one side that goes all the way to the top of the tower. The second floor is where her woodworker labors, with both a wide assortment of hand tools and tools powered by magic (that simulate modern power tools) and plenty of sawdust everywhere. The third floor is the room of her alchemist, and is filled with glassware, massive cabinets of alchemical components, and other materials. In the center of the room sits a fire pit which is vented to some other place somehow.

The fourth floor and part of the fifth contains vast numbers of tomes, books, grimoires, scrolls, and folios. All are filed neatly, and her sage knows where everything is. The other half of the fifth floor is where the three scribes work. Mirrors and glow globes bring large amounts of light into these floors, while a radiant heater from the fire realm provides heat to keep any actual fire away from the valuable and priceless books during the kingdom's frigid winter.

The roof of the tower holds a large brass telescope and several smaller ones along with an astrolabe and an ornate obsidian sphere that when commanded shows the positions of the stars on a specified night. (It isn't a completed item, as Korda is still working on it, so 20% of the time it'll show the wrong night or nothing) The tower is circled from its fourth floor up to a height of 150 feet in a high powered wind spell to keep intruders from flying in. The door to the roof is also wizard locked when not in use, as is the cover for the shaft. There is also a locked chest secured to the floor with a silver cone in it that will, when activated, suppress all light around the top of the tower in an upward cone to a height of 200 feet, to suppress city light

pollution from lamps, torches, and glow globes. Finally, there's a large bronze cover to place over the hole and keep weather out of the tower.

Each floor has a railing covering the edges of the hole to the roof with a cutout for access to it, and a permanent levitate/feather fall combination is cast on it for use as an elevator for the heavier items. This railing is fixed in place for the lower floors but collapsible on the roof.

The lodge, where Korda's brother Kordas stays when he's in port, is a single large room with a massive hearth and four smaller closets for storing items. The furniture is similar to that in her home, but the walls are decorated with charcoal drawings of ships and islands, and a couple of stuffed sea creatures also hang there like trophies. The room smells faintly of sea salt, and all cloth has a nautical feel to it.

Occupants: Korda lives alone except when her brother Kordas, a sailor who has become known as a capable boatswain, is in port. She may house apprentices if they're special ones under her tutelage (see below). In addition she has four servants – a cook, maid, gardener, and her personal assistant/secretary.

Kordas Bartledarr; Human mariner level 5; AC 3; Mv 12"; HP 60; #Att 1; Dam 1d6+3; AL CN; Str 17; Int 11; Wis 13; Dex 17; Con 16; Cha 11; Com 13; mariner's leather armor and cutlass.

Staff: Korda has four staff. Jolly Took is her cook, a hobbit woman who comes from a long line of culinary wizards. Her specialty in game meats and seafood is exactly what Korda prefers, and her cream pies are bliss on a plate. Delarra Manilitan is the daughter of one of Korda's former adventuring friends – Korda agreed to take care of the kid after the death of most of the group in the hands of a nasty wizard. Delarra is Korda's primary household administrator, and she also supervises the cleaning servants Korda conjured. She's married to Ceranil Manilitan, Korda's gardener. He's a tall high elf with a magic touch when it comes to plants. Korda's secretary is a sparse and compact woman named Gramione Hernger, a wild haired young woman with delusions of magical capabilities but no real talent. She is very smart and organized though, and she makes Korda's life much simpler. The staff mostly supervises unseen servants, as her home has much magic about it.

Jolly Took *; Halfling HD 1;; AC 8; Mv 12" non 0; HP 7; # Att 1; Dam 1d2; Al NG; Str 14; Int 16; Wis 16; Dex 15; Con 14; Cha 10; Com 11; Frying Pan.

Delarra Manilitan * Elf HD 1; AC 7; Mv 12"; HP 7; # Att 1; Dam 1d6; Al CG; Str 11; Int 15; Wis 16; Dex 16; Con 9; Cha 18; Com 19; Club.

Ceranil Manilitan Elf HD 1; AC 7; Mv 12"; HP 6; # Att 1; Dam 1d6; Al CG; Str 14; Int 13; Wis 13; Dex 16; Con 14; Cha 15; Com 15; Sickle.

Gramione Hernger * Human 0 level; AC 10; Mv 12"; HP 5; # Att 1; Dam 1d6; Al LN; Str 10; Int 12; Wis 9; Dex 13; Con 10; Cha 12; Com 12; Club.

In the tower Korda has an alchemist, a sage, three scribes, a woodworker, and a jeweler. She also has close connections with a top quality armor smith, weapon smith, and other crafts folk.

Half Elf alchemist level 11; AC 5; Mv 12"; HP 50; # Att 1; Dam 1d6+2; Al CG; Str 9; Int 17; Wis 14; Dex 18; Con 16; Cha 11; Com 15; Staff.

Human sage level 0; AC 10; Mv 12"; HP 5; # Att 1; Dam 1d6; Al TN; Str 11; Int 16; Wis 14; Dex 12; Con 10; Cha 10; Com 12; Club.

Human scribe level 0; AC 6; Mv 12"; HP 8; # Att 1; Dam 1d3; Al LG; Str 10; Int 15; Wis 16; Dex 17; Con 12; Cha 15; Com 10; Knife.

Human scribe * level 0; AC 5; Mv 12"; HP 7; # Att 1; Dam 1d3; Al CG; Str 13; Int 14; Wis 14; Dex 18; Con 14; Cha 12; Com 8; Knife.

Half Elf scribe level 0; AC 4; Mv 12"; HP 7; # Att 1; Dam 1d3; Al NG; Str 11; Int 16; Wis 12; Dex 19; Con 11; Cha 16; Com 16; Knife.

Human woodworker fighter level 4; AC 2; Mv 12"; HP 49; # Att 1; Dam 2d4+2; Al NG; Str 17; Int 13; Wis 10; Dex 16; Con 17; Cha 12; Com 12; chain mail and broadsword.

Elf jeweler * 1 HD; AC 4; Mv 12"; HP 8; # Att 1; Dam 1d3; Al NG; Str 12; Int 16; Wis 11; Dex 19; Con 11; Cha 16; Com 17; Knife.

Cash Box: Korda has a safe in the basement hidden behind a moving bookcase. If anyone besides her enters the tunnel a magic mouth triggers the activation word for a cluster of three **Wands of Paralyzation** – save three times to avoid the effects. Korda keeps household operation money here, with the rest of her funds at the House of Ponce.

NPC Encounters: Korda is well connected in the wizard community. She's rising through the ranks of the guild hierarchy, and as a professor at the magical academy, she carries a lot of influence. This means she is both admired and envied, although no one expresses dislike for her openly, as to speak of one of the guild's rising stars would be career and social suicide. To this end she can have all manner of magical visitors. She may also have the occasional person dropping by to commission her to make something or to pick it up once it's finished.

Korda has trapped the house and the grounds, as indicated in the cash box section. Guests are kept to specific parts of the house, mostly only on the first floor, and she has a wide array of spells, unseen servants, and magic items set to trap others. These traps are most often not lethal, but they are designed to hold and incapacitate people where they aren't supposed to be.

No one is supposed to be in the tower unless they work there – not even her brother is given admittance to its interior.

Korda is a rising star in the guild. Part of this is because she's developed a habit of turning the most marginal students into firsts in their class in a very short time through aggressive and effective training techniques. She uses an immersion process which isn't always possible with students residing at the academy in the dormitories. She also eschews all of the house rivalry games many professors indulge in.

Korda is also controversial because she feels that the guild shouldn't be in the business of selling spells, especially to those casting the weakest magics. She's stated that Phatenite wizards should have the full range of non-name spells in their books to make them more effective in finding good jobs and providing value to their employer, which will improve the good name of the Phatenite Academy of Magical Arts and Occult Sciences. Her apprentices regularly have all of the basic spells in their spell books at graduation time.

The scuttlebutt is that Korda is destined for the Wizard's Council, which will make her one of the six most influential wizards in the kingdom, and one of the most on the continent of Talas.

Plot Hooks

One of the characters is one of her apprentices. This might be because of just random luck, a very low or high intelligence ability score, the character is a dual classed character getting a late start, or the character has suffered some political problems in the guild.

Someone wants a commission for a special item from her, or the party is sent to retrieve the item without the person paying for it.

A wizard is trying to move up the hierarchy, so they feel the need to pay a visit to her.

The party member is clashing with her on a point, so they have to dance around her to get their project accomplished.

Korda picks the party to retrieve something for one of her commissions.

*Note: * All characters denoted with an asterisk by their name are female.*

Moon Blade

by Ian Slater

This **Short Sword +2** shimmers a sparkling silver. In the hands of a thief it can be used, whenever under moonlight, to transform them into a wererat for up to 1 hour. All the wielders gear will remain on them after the transformation.

1% of these blades are cursed and if used on any night other than a full moon for a transformation, instead the blade will summon 1d10 wererats that will seek to slay the wielder and secure the blade.

GP value 10,000 XP value 2,000

Mini-Adventure I: The Shrine of Hecate

by M.W. Poort aka Fingolwyn

An OSRIC scenario for 3-5 characters of 1st to 3rd level

An old stone tower, long forgotten by most, stands abandoned in a run-down area of the City. Or at least it is thought to be abandoned; in reality it is inhabited by members of the Axe Gang, who operate as a front for the Shrine of Hecate. Illione, the shrine priestess, maintains the silence of her neighbors through a combination of intimidation and monetary reward. Locals who prove too nosy or troublesome frequently disappear, becoming undead slaves (skeletons & zombies) or food for Illione's pit ghouls.

The tower is three stories tall (36' plus roof peak). A chimney rises along the southern wall, another smaller one along the eastern wall, and a single door on the north side allows entry into the first floor. The door, a heavy wooden affair reinforced with bronze bands, is attached to the wall with heavy, well-oiled iron hinges. Above the door on the second floor is a narrow window. Two other windows, on the second and third floors, are set into the southwestern portion of the tower. All of the windows are close-shuttered (locked) and covered on the inside with heavy blankets to prevent light from revealing the gang's inhabitation of the tower.

The area around the tower is surrounded by houses built closely together by chance, not design. Tall wooden fences connect the houses, forming a secure perimeter. In one corner is a section that can be opened to allow entry; treat this as a secret door. The fences utilize old wood to maintain the abandoned, neglected appearance preferred by the gang. The houses are not closer than 8-10 feet to the tower, a distance perhaps close enough to jump (through a window) but too far to span with a simple wooden plank. The perimeter area is kept free of debris and no guard is present (though if necessary a watchman could be posted in the window above the door).

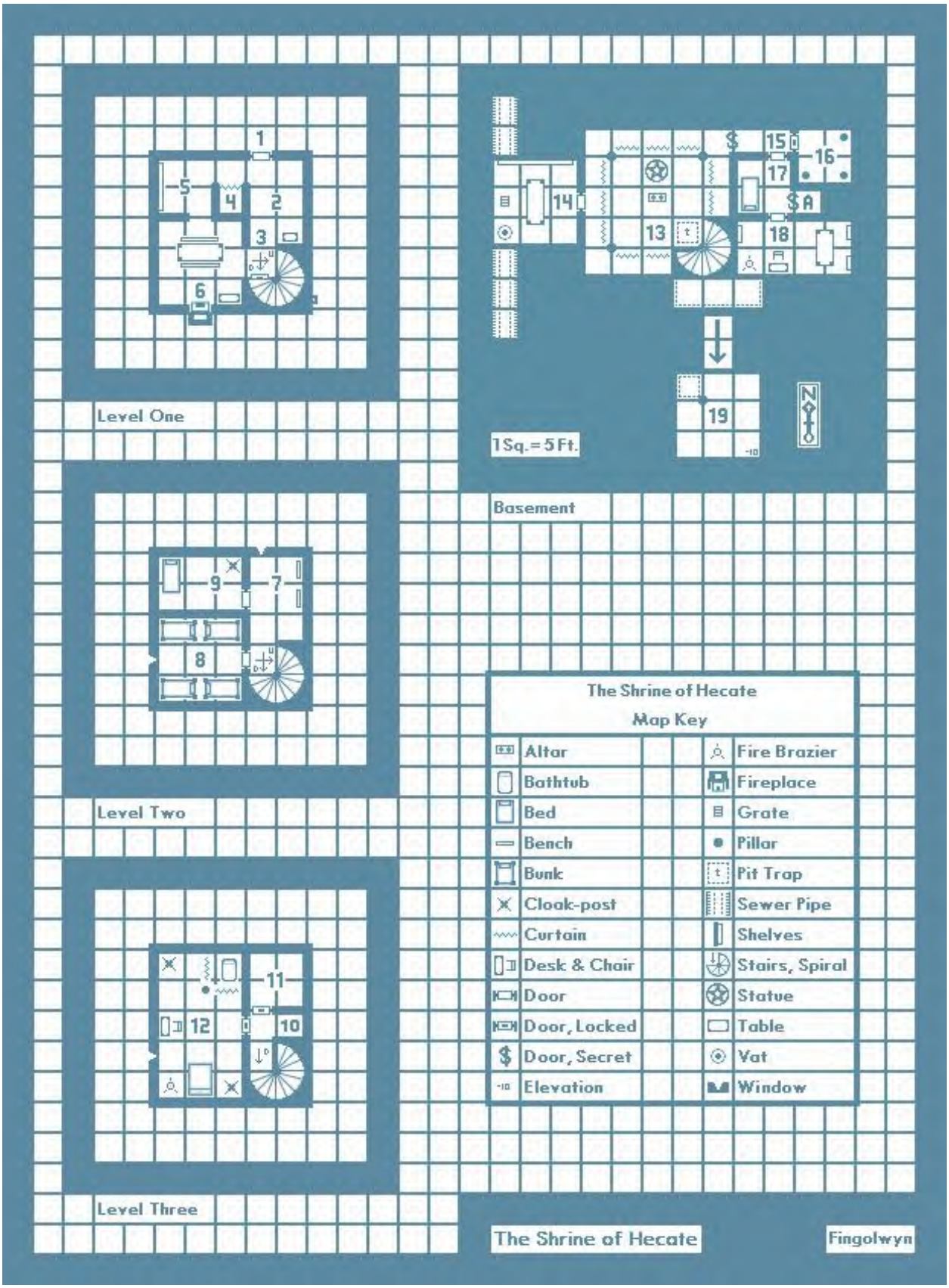
Beneath the tower is a basement level, expanded beyond the tower walls to form a shrine dedicated to the witch-goddess Hecate. The basement level extends into older ruins, not detailed in this scenario, which can be expanded by the Dungeon Master or ignored as needed. Likewise, the buildings surrounding the tower are not detailed and may be expanded as necessary.

Level One

(01) **Front Door**. A heavy wooden door, with seemingly rusted but well-oiled hinges, opens into the entry hall. The door is not barred; lack of discipline amongst the gang members has led to a breach of security. Anyone quietly entering the tower can hear the men in the kitchen and are unlikely to be noticed above the racket.

(02) **Entry Hall**. This chamber serves as the entry hall and cloakroom. In the northeast corner several nondescript cloaks hang on wall pegs, along with two light crossbows and two bolt cases (each contains 1d6+6 crossbow bolts). Behind the cloaks, a wooden bar for the door leans in the corner. In the southeast corner is a small wooden table, atop which is a washbasin and pitcher of water. The wooden floor is dirty and covered with numerous tracks from members of the Axe Gang (enough to indicate several people have been here recently). An opening to the right (west: the perspective is looking into the room from the front door) of the front door leads to a curtained area and a pantry; another in the southern portion of the room leads to a spiral staircase and a heavy wooden door.

(03) **Spiral Stairs**. Light from the kitchen illuminates the area around the staircase. Anyone passing the kitchen entryway can see those in the kitchen and is visible to them as well.



(04) **Privy.** Behind the curtain is a small room containing a chamber pot toilet and a small bucket of ashes.

(05) **Pantry**. This square room has shelves across the entire west wall, upon which are many baskets, bottles, boxes and other small containers of kitchen

goods. The wooden floor here is dirty as well and also covered with numerous tracks from members of the Axe Gang (enough to indicate several people have been here recently). Anyone entering the pantry can see into the kitchen (revealing the source of the noise heard from the front door), and may be visible to anyone in the kitchen.

(06) **Kitchen**. The kitchen is used both to prepare food and as a recreation area for the gang. During a normal situation, Hrek (long brown braided hair) and 1d3+1 of his thugs are here, eating, drinking, gambling, loudly talking, and otherwise making a good bit of noise. They are unlikely to hear anyone entering the tower, and may not notice a stealthy thief (or character with similar ability) creep around the corner and up the stairs.

The gang members lounge around a large wooden table and two benches in the center of the room. Hrek is generally standing against the west wall, tankard in hand, in a position where he can see into the cloakroom and somewhat into the hall by the staircase. The thugs mostly sit at the table, though one may be at the fireplace cook pot or the ale keg drawing sustenance. If anyone unknown to them appears, the thugs will immediately follow Hrek's lead, most likely attacking the intruders unless the odds are overwhelming (in which case they will attempt to flee or surrender depending on the situation).

If possible, Hrek will throw a hand axe at the first intruder he sees before closing to melee with his broadsword. The others will attack with hand axes; if possible (unlikely) one or two of the thugs will attempt to obtain a light crossbow from the cloakroom. Hrek wears studded leather armor and four 100gp hackgold bracelets (a token of his Northern heritage). His *+1 Broadsword* is obviously a valuable Dwarven weapon, and his pouch contains 3d6gp & 2d6sp (max 25 coins). His thugs wear leather armor; their pouches contain 1d6gp, 2d6sp & 2d6cp (max 25 coins).

Three thugs are gambling upstairs in a nearby room (see Area 7). There is a 2 in 6 chance they will hear melee in the kitchen area and respond in 1d3 melee rounds; two will descend to assist their fellows while the third ascends to Level Three (see Area 12, Hane's Chamber) to alert the leader.

Hrek (F3): AC 7, HP 22, 1 attack for 2d4+1 (+1 broadsword) or 1d6 (hand axe), Move 90 ft, THAC0 18

Brigands (5): AC 8, HP 3-5, 1 attack for 1d6 (hand axe) or 1d4+1 (crossbow), Move 120 ft, THAC0 20

Level Two

(07) **Common Room**. The stairs up from Level One exit into this long room (or continue up to Level Three). A wooden interior door on the west wall leads to the thugs' barracks; another interior door in the middle of the west wall leads to Hrek's room. Two benches line the east wall, and a narrow window, shuttered (tied shut) and covered by a blanket, is set into the north wall above the door (on Level One). An amphora of cheap red wine sits atop one bench next to a thick pillar candle that fitfully illuminates the corner.

Three thugs squat in the northeast corner of the room, shooting dice for copper coins. One is supposed to be on watch at the window, but discipline in the tower is lax due to the lengthy lack of oversight by the leaders. If they have not responded to melee on the first floor (or otherwise been disturbed), they can be Surprised at normal chances as they are slightly intoxicated and concentrating on their game. The thugs wear leather armor and have 2d6sp and 3d6cp (max 25 coins) in their purses. The kitty contains an additional 3d6cp.

Note that the three may have responded to melee on the first floor, in which case two of them went downstairs and the third went upstairs to alert Hane and Velda to the intrusion.

Brigands (3): AC 8, HP 3-5, 1 attack for 1d6 (hand axe), Move 120 ft, THAC0 20

(08) **Barracks**. Behind the closed, wooden interior door is a large (for the tower) room containing four sets of bunks and a rack for armor and clothing. A narrow window, shuttered (tied shut) and covered with a blanket, is set into the south wall directly across from the door. The room has a slight smoky

scent due to the fireplace directly below. Most likely the thugs that live here will be found out in the common room or downstairs in the kitchen. There is no loot or valuables here.

(09) **Hrek's Chamber**. This large (for the tower) room is Hrek's private quarters. Hrek doesn't demand much luxury, merely a straw tick thickly padded with a bedroll and quilts atop a simple wooden frame, and a rack upon which to hang his clothing and armor. A small wooden chest at the side of the bed (no lock) contains a few simple personal items (mess kit, comb, whetstone, etc.). A half-burned candle in a silver candlestick (2gp) sits atop the flat-top chest; several pools of wax in various spots indicate that this arrangement is typical. A round wooden shield, Northern-styled half-helm, and an 8' boar spear lean in the corner. A fur-lined hooded cloak of brown wool with red trim hangs from the spear. It has been patched and mended a few times but is still worth 25gp.

Level Three

(10) **Guard Dogs**. The stairs from Level Two end at a small landing outside two locked doors (to Areas 11 & 12). Two mastiffs, pets of Hane, lurk here atop an old bearskin rug stuffed with straw. They are vicious beasts, having once been trained for bear-baiting, and will bark ferociously at anyone except Hane, Hrek or Velda (and attack anyone they do not know). They will chase intruders down the staircase but not pursue them into the basement or out of the tower.

A stout wooden door, reinforced with iron bands and locked with a heavy padlock, is set into the north wall. It leads to the vault where Hane stores the gang's loot. Another stout wooden door, albeit not reinforced, is set into the west wall next to the stairs. This door is barred from inside unless Hane and Velda have responded to the presence of intruders in the tower.

Mastiffs (2): AC 6, HP 12, 13 (2+2), 1 attack for 2d4 (bite), Move 120 ft, THAC0 = 16

(11) **Vault**. A stout wooden door, reinforced with iron bands and locked with a heavy padlock, seals this room. Hane has the key on a leather thong around his neck (or hanging on his clothes rack if he is sleeping in his chamber). The lock is of good quality and the hasp is bolted into the door and frame (tearing it open requires a pry bar and a successful Bend Bars/Lift Gates check at +1% per point of STR, e.g., a 14 STR gives the character a 21% chance: 7% + 14%). The door may be forced open, but only with a successful, unmodified Bend Bars/Lift Gates check and considerable time (2d4 rounds) and noise.

Beyond the wooden door is a small, square room with three locked chests on the floor next to the east wall. All three chests are chained to the wall by a single log chain which runs through multiple iron hasps; the chain is latched with a heavy padlock that uses the same key as the vault door. The hasps are set into the wall or bolted into a chest and can only be torn out with a pry bar or similar object (use the method detailed above for tearing the hasp out of the door).

The chests contain the spoils of the Axe Gang, as noted below:

Chest One: 6 small sacks (87gp, 313sp, 165cp), a **Potion of Invisibility**, and a wooden coffer (10d10 10gp gems)

Chest Two: 8 small sacks (46gp, 245sp, 509cp) and a small wooden box (6d6 pieces of junk jewelry (1d4+1gp))

Chest Three: Unlocked and apparently empty, its key is attached to the underside. A secret compartment in the interior bottom contains a dozen 2 oz. bottles of fine floral perfume from a high-end local shop: a holiday gift intended for Velda ungiven due to a lover's quarrel (10gp per vial).

Chests One and Two are locked (Hane has the keys on the leather thong mentioned above). Chest Three seems to be an extra, unused container. The built-in lock on Chests One and Two can be picked at normal chances or pried open with a pry bar and successful modified Bend Bars/Lift Gates check (same method as the hasps above except with a +2% chance per point of STR).

(12) **Hane's Chamber**. The wooden door separating this room from the outer chamber (Area 10) is barred unless Hane and Velda are not inside. Hane, the leader of the Axe Gang, resides here along with his girl Velda. As usual they are quarreling and will not notice intruders in the tower until somehow alerted (e.g., by a member of the Gang, or the mastiffs' ceaseless barking, or someone attempting to force their door). There is only a 3 in 6 chance they will respond to the mastiffs barking, and then only in 1d3+1 rounds.

Unlike the rest of the tower, this room is lavishly decorated with tapestries, rugs, and other expensive goods (1000gp). A well-made oak bed frame, covered with a down mattress and a soft, rabbit-furred blanket (50sp), stands in the middle of the south wall. Next to it a bronze fire brazier on a tripod smokes lazily, ashes glowing. Three torches, two boxes of candles (a dozen in each box), and a small supply of wood for the brazier lie on the floor nearby. A narrow, shuttered (tied shut) window is set into the west wall near the bed, covered with a blanket and decorative tapestry. An oiled rope, coiled and ready for use, lies on the floor beneath the window. Feminine furs and expensive clothing hang from a clothes rack nearby; more masculine garb (of far lesser value) and a leather thong necklace with keys for all the locks except the basement door hang from another next to the bed.

Directly across from the door along the west wall stands a wooden desk and chair. Atop it is a small, unlit, jeweled bronze lamp (100gp, 10' radius light), a stoppered gallon jug of scented lamp oil (1d4 pints remaining), a bronze hand mirror, a tortoise shell comb (10gp) and small, intricately carved rosewood box (25gp). The box contains two vials of fine perfume (10gp each) and a half-dozen pieces of silver & gold jewelry (two rings (silver-20gp & gold-50gp), a bracelet (gold-100gp), a necklace (silver with green gems, 250gp) and two pair of earrings (silver with red gems-25gp & gold-25gp)).

Behind a wall of curtains in the far northeast corner is a heavy, claw-footed copper bathing tub (200gp). A wooden bucket is stowed in the corner behind the tub; it is used to haul water upstairs from the kitchen.

If an alert has been sounded (by other members of the Axe Gang, or the sounds of combat from Hane's dogs), Hane and Velda will hurriedly don their arms and armor and respond.

Velda will prepare an escape route, tying the oiled rope to a rung set into the stone wall and opening the window. Should escape be necessary, she will rapidly gather her most portable and precious goods, then (if possible) drop a lit torch to the ground outside. If pursued out the window, one of them will retrieve the torch and light the rope afire (the oil, as well as providing for a rapid descent, transforms the rope into a rapidly-burning wick).

Hane will open the door to evaluate the situation, engaging in combat for a round or two if pressed to give Velda time to escape before making his way to the rope as well.

Both rogues have studded leather armor. Hane also has a half-helm which he will don if expecting combat. Hane fights with a broadsword, his *+1 dagger* in reserve in his boot, whereas Velda uses a stiletto dagger and a pair of throwing knives. Both have a coin purse containing 3d6gp & 2d6sp (max 25 coins each). Hane also wears a gold wedding band (100gp) as a token of his fidelity for Velda. Velda has no such romantic illusions and will abandon Hane to his fate should such be necessary to save her own neck. If hard pressed, or Hane is especially wounded and not likely to survive, she may even light the rope early (causing him to fall for 3d6 damage if he is descending at the time unless he is able to swing into the window in Area 8).

Hane (T5): AC 6 (DEX 15), HP 18, 1 attack for 2d4 (broadsword), Move 90 ft, THAC0 = 19

Velda (T1): AC 7, HP 3, 1 attack for 1d4 (stiletto dagger), Move 90 ft, THAC0 = 20

Basement

(13) **Shrine**. A stout wooden door separates the descending section of the spiral staircase from the first floor. Once open, a heavy, sickly-sweet scent of perfumes, smoke, exotic herbs and other, unidentifiable odors fills the air. Dim, flickering

light (from candles) casts twisting shadows around the corner of the curving stairwell.

The floor at the base of the stairs contains a pit trap. Anyone stepping there must make a DEX check (roll d20 less than or equal to the character's DEX) or fall into the pit, which drops 10 feet (for 1d6 damage) into a room of ghouls…see Area 19, Ghoul Pit). The lid of the pit is spring-loaded and automatically closes when weight is removed from it. A locking mechanism protrudes from the south wall behind a curtain near the staircase, but it is only locked when both priestesses are away (a rare occasion). If the trap is sprung, the horrific stench of death and decay roils up from the pit.

The majority of the basement has been consecrated as a shrine to Hecate. Four fluted columns support the ceiling; curtains of purple, red and lavender hang from ceiling to floor between them. In the north-center of the room, a low, circular dais supports a 24" tall bronze statue of the goddess in triple form (500gp). Inscriptions beneath each form identify her aspects: *Apotropaia* (She who protects – the goddess in laurel and braid, clutching her hem in left hand and a key in the right), *Chthonia* (She of the Underworld – the goddess with crescent moon (like horns) tiara, holding a torch in each hand) and *Propolos* (She who attends – the goddess with three horns holding a serpent in left hand and a knife in her right). Nine black candles circling the statue flicker fitfully, dimly illuminating the room. In front of the statue is a grey marble altar draped with altar cloth, atop which burns floral incense in a bronze container. If unaware of the presence of intruders, Iola will be here softly intoning prayers to the goddess (otherwise she will have fled to Illione's Chamber to warn her mother).

Behind the curtains lurk six shrine guardians, undead skeletons animated by Illione (the shrine priestess). They are instructed to attack anyone that enters the chamber except Illione, Iola or the zombies. The skeletons are armed with daggers, but due to their undead nature they cause more damage than normal with these weapons. Skeletons are naturally resistant to damage. Only blunt weapons cause full damage; edged or cutting weapons cause only half-damage and piercing weapons only one point. Anyone attempting to Turn the skeletons receives a -2 on the attempt due to the unholy nature of the shrine. Two of these guardians are stationed to either side of the wooden door on the east wall that leads to the mortuary.

Two servants of the shrine also lurk behind the curtains: zombies animated by Illione as well. They are generally used for lifting and other heavy labor, but easily can be commanded by either Illione or Iola to attack intruders (or to other tasks as needed). The zombies are slow and will attack at the end of any round with powerful, flailing fists.

A secret door is set into the wall in the northeastern corner. Nearby, Iola has a small straw pallet on the floor along the eastern wall, atop which are some woolen blankets and comfortable pillows. Next to the pallet is a box of black candles (three remaining), a small, unlit pot lamp (5' light) half-full of oil, a small sack of floral incense, and her wooden club (note that Iola will have to retrieve it from here before she can attack with it).

Depending on the circumstances, Illione and Iola may be present to support the shrine guardians with spells (or melee). They prefer to lurk behind the curtains when casting spells. Given time, the shrine priestess will cast ***Animate Dead*** on fallen skeletons and zombies (or perhaps even fallen party members!) and have them rejoin the fray. Note that Illione will be wearing the *Mask of Argus*, thus can see in the dark and cannot be Surprised.

Illione will retreat to the mortuary if confronted and cast ***Snake Charm***, calling the snake from the sewer and commanding it to attack. She will cast ***Sanctuary*** if cornered (and attempt to flee), or ***Command*** (Flee) if unable to escape (which hopefully will cause her victim to fall into the pit as he leaves the shrine). She will cast ***Feign Death*** upon herself if she drops to five hit points or less, and reserve one ***Cure Light Wounds*** spell for after she revives from it. Iola will also cast ***Sanctuary*** if cornered, first looking to support her mother with ***Cure Light Wounds*** (if she still has the spell available), then fleeing to safety.

Iola has the following spells available: ***Cause Light Wounds, Cure Light Wounds, Sanctuary***. Her 13

WIS provides additional spells beyond the normal amount available to a 2nd level cleric. Illione's spells and stats are listed elsewhere (see Area 17, Illione's Chamber).

Iola (C2): AC 10, HP 8, 1 attack for 1d4 (club), Move 120 ft, THAC0 = 20

Skeletons (6): AC 7, HP 4-5 (1), 1 attack for 1d6 (dagger), Move 120 ft, THAC0 = 19

Zombies (2): AC 8, HP 8-9 (2), 1 attack for 1d8 (fist), Move 60 ft, THAC0 = 16

(14) **Mortuary**. This square room contains everything necessary for performing necromantic tasks upon corpses. A heavy stone bier (for receiving the dead) stands in the middle of the room. Long wall shelves filled with various instruments and containers of ingredients necessary for animating the dead span the north wall. A large iron vat for boiling flesh from bone sits in the southwest corner, and an iron grate set into the floor along the west wall (which dumps into a large pipe that leads to the City sewer) is situated to receive the slurry. The mortuary is currently empty, but exhibits evidence of recent use (stains on the stone bier, stocks of opened supplies, sharp tools, etc.).

A poisonous snake frequents the sewer pipe beneath the grate, drawn by the rats that feed on the scraps of flesh washed down the drain. Illione is aware of its presence and keeps the grate tightly closed (the snake cannot open the grate or pass through it). Anyone investigating the pipe (after opening the grate) may be attacked by the snake. If so, it will Surprise on standard chances, attempt to bite whoever is nearest, then enter the mortuary and continue to attack. The poison of the snake is deadly, but weak (+2 on saves). Those failing the save vs. poison are incapacitated immediately and will die within 1d6+6 turns.

Should the Dungeon Master wish to continue the adventure deeper into the areas beneath the City, it would be easy to expand nearby areas connected to the sewer pipe. Such continuance is beyond the scope of this scenario.

Snake (1): AC 6, HP 9 (2+1), 1 attack for 1 point (bite) plus poison, Move 150 ft, THAC0 = 16

(15) **Interior Corridor**. The short corridor behind the secret door leading from the Shrine ends at two wooden doors, one set into the east wall (leading to the prison) and one adjacent to it on the south wall (leading to Illione's Chamber). Another undead guardian (a zombie) awaits here with instructions to attack any living creature which enters except Illione or Iola, and to pursue it into the shrine if necessary. The zombie is slow, but relentless and will attack until slain or intruders flee past the pit (it will not go that far, thus not fall in). A zombie always attacks last (at the end of the round).

Zombie (1): AC 8, HP 11 (2), 1 attack for 1d8 (fist), Move 60 ft, THAC0 = 16

(16) **Prison**. The stout wooden door at the end of the corridor is locked; Illione has the key secured in her chest (see Area 17a, Secret Closet). Beyond the door is a small, square room with thin columns in three of the four corners (all but the northwest where the door opens). Chains and manacles dangle from two of the columns; a third set imprisons a peasant girl (roughly 13 years old) in a tattered dress. The girl (Arla) is the unfortunate survivor of a poor local working family that refused to accommodate Illione's wishes. All were kidnapped; the parents were killed, their flesh removed and fed to the ghouls, and the remains animated into undead skeletons, whereas the brother was suitable for transformation into a zombie and now guards her prison door.

Arla is in a weakened state due to her imprisonment (2 HP), and has no special ability to assist her rescuers. She knows nothing about the tower or its inhabitants except that the younger woman (Iola) occasionally feeds her, and Illione was present when she was kidnapped and somehow immobilized her father and brother with some sort of sorcery (a *Hold Person* spell). Arla has no remaining family in the City or anywhere nearby and, if allowed, will attach herself to a female character (or strong, handsome warrior-type of good morals) as a servant.

(17) **Illione's Chamber**. This small, square room is separated from the interior corridor by an unlocked wooden door. Inside is a simple sleeping chamber containing a wooden bed frame, atop which is a straw tick and several woolen blankets, a clothing

rack from which hangs a dull red & lavender cloak and matching chiton, and another wooden door (which leads to the Sanctum). Less obvious is a secret door set in the east wall that opens to reveal a hidden closet (see Area 17a, Secret Closet).

The room is brightly lit by a small bronze lamp upon which *Continual Light* has been cast. Illione usually takes the lamp with her, especially when she is working in the mortuary, but will not have it if responding to intruders (it would draw unwanted attention to her) or in the sanctum (another *Continual Light* spell permanently illuminates that chamber).

Under most circumstances this room will be unoccupied as Illione will either be in the sanctum or in combat with intruders in the shrine. Illione has several keys on a chain on her belt, including one for the staircase door, one for the chest in the Secret Closet, and one for the manacles used in the Prison. Any other keys she might need are in a small sack hanging from a peg in the wall in the Secret Closet. Illione wears a magical *Robe of Protection +1* and, if she has time to retrieve it from the Sanctum, the *Mask of Argus*. If pressed into melee, Illione wields a simple quarterstaff. She also wears a silver bracelet set with moonstones worth 250gp.

Illione has the following spells available: ***Cause Light Wounds, Command, Cure Light Wounds x 2, Sanctuary, Augury, Hold Person, Silence 15' Radius, Snake Charm, Animate Dead, Feign Death.*** Her 17 WIS gives her additional spells beyond the normal amount available to a 5th level cleric.

Ilione (C5): AC 9 (*Robe*), HP 24, 1 attack for 1d6 (staff), Move 120 ft, THAC0 = 18

(17a) **Secret Closet**. Behind the secret door in Illione's chamber is a small closet. Ceremonial robes for both priestesses hang on pegs in one wall, along with a small sack of keys (any key needed in the shrine/tower except for those explicitly listed as being on Illione's belt…see Area 17, Illione's Chamber above). Various items used for worship (boxes of black candles, bags of incense, another altar cloth, extra holy symbols, etc.) are stacked in one corner, and a small, locked chest (Illione has the key on a chain on her belt) sits on the floor nearby. The contents of the chest include a small sack (60gp, 37sp), a coin purse (1d6gp, 2d6sp & 2d6cp, max 25 coins), and a ceramic flask (stoppered and sealed in wax) containing a *Potion of Healing*.

Should the Dungeon Master wish to continue the adventure deeper into the areas beneath the City, it would be easy to add a secret door to this closet (revealing an entrance to another location to explore when opened). Such continuance is beyond the scope of this scenario.

(18) **Sanctum**. The wooden door in Illione's chamber leads to a wide room used as a study and laboratory. The door is locked unless Illione is within or circumstances do not allow such (e.g., Illione has responded rapidly to intruders); the key is in the sack in the Secret Closet (see Area 17a). It is also sealed with a *Glyph of Warding (Blindness)* that will trigger when opened by anyone except Illione or Iola. When the door is opened, bright light spills into Illione's chamber from a *Continual Light* spell that has been cast upon the ceiling. Anyone coming from the sanctum into darker areas of the shrine will suffer from temporary night blindness for 1d3+1 rounds until his eyes become accustomed to the lesser light. Those so affected are easier to Surprise and incur a 1 point penalty on the Surprise roll (e.g., if normally surprised on 1 on d6, he is Surprised on 1 or 2 on d6).

The eastern portion of the room contains a sturdy wooden table covered with alchemical glassware. Suspended from the ceiling in the center of the east wall is a human skeleton. Built into the east wall around the skeleton are two sets of shelves containing more equipment and many sealed jars of various alchemical components. The equipment and components are worth 1000gp to the right buyer, but all of the glassware is very fragile and will be difficult to keep intact when moved.

The western portion of the room contains a wooden desk and chair, a bookshelf, and a bronze fire brazier suspended from a tripod (similar to the one in Hane's Chamber on Level Three). Above the fire brazier in the ceiling is a vented shaft that leads up to a narrow chimney on the southeastern side of the tower at a spot near the stairs. The chimney allows smoke to drift up and out, and at times provides

fresh air to the room. Hanging from a peg in the wall above the desk is a Greek-styled bronze mask depicting a man with dozens of eyes upon his visage. The *Mask of Argus*, as it is known, is a unique magical item that enables the wearer to see in 720º simultaneously (in other words, in all directions at the same time instead of the usual roughly 180º vision of a normal human). The wearer cannot be Surprised, and at his command the *Mask* enables him to see in the dark at 120 feet distance with Infravision as well.

The desk has a sheet of smooth glass covering the writing surface, atop which is a rack containing several scroll tubes, a device for holding scrolls flat, several pots of ink of various colors (some dry, but all still usable) and a silver candlestick (2gp) with a mostly burned candle. Most of the scroll tubes contain various amounts of blank vellum (2d4+2 pages each), but one holds eight 100gp pearls (suitable for use with an *Identify* spell). Inside the desk is a tinderbox with flint & steel, several unused quills and a knife for sharpening them, a bronze hand mirror and a tortoise-shell comb (5gp).

The bookshelf contains 6d6 tomes of mostly anatomical, alchemical or religious nature. Titles include the three volume set *Ars Medico*, *Ars Herbis* and *Ars Corpo* by Claudius Gnaio, three tomes of the eight volume set *De Re Medica* by Cassius Celso, and necromantic works by Helitharsis and Antistates. Each individual piece is worth at least 100gp to the right buyer; the Claudius Gnaio set is worth 500gp if sold together. Due to the value of these works, it is advisable to have some sort of "accident" involving the bookshelf and the fire brazier occur to reduce their numbers accordingly.

(19) **Ghoul Pit**. Beneath the basement is a large, square room. Originally a remnant from another structure, it has been converted into a pit cage for Illione's most dangerous servitors: three ghouls. They are irregularly fed scraps from necromantic experiments, ill-fortuned street people, and stray animals, so they will attack anyone (including the priestesses) entering their abode with ravenous hunger.

Entrance to the Ghoul Pit is through the pit trap at the base of the stairs near the shrine. When the pit is triggered, the unmistakable stench of death and rot roils upwards into the staircase. The pit drops 10 feet (for 1d6 damage) into the northwest corner of the room; if the ghouls are not Surprised they attack immediately with their usual claw/claw/bite routine. Most creatures must save vs. paralysis when hit by a ghoul; those paralyzed suffer double automatic hits for maximum damage until dead as the ghouls rend, tear and devour hunks of flesh. Ghouls can be hit by normal weapons, but are immune to *Sleep* and *Charm*-based spells.

The ghouls live amongst the foul remains of previous meals, but have nothing of value. Should the Dungeon Master wish to continue the adventure deeper into the areas beneath the City, it would be easy to add to this room a portion of the wall that has been bricked over (revealing an entrance to another location to explore when cleared). Such continuance is beyond the scope of this scenario.

Ghouls (3): AC 6, HP 9-11 (2), 3 attacks for 1d3/1d3/1d6 (c/c/b), Move 90 ft, THAC0 = 16

DM Notes

The Shrine of Hecate is set in a generic large city, but easily can be moved to other locations (such as a toll house in a remote part of the countryside) if desired. For greater challenge and/or to fit the Dungeon Master's needs, he can upgrade opponents as well. For example, perhaps instead of brigands the shrine employs orcs led by Hane and Velda, and perhaps Hrek can be replaced by an ogre (the tower ceilings are roughly 12 ft high). Or perhaps an additional eight brigands are out in the forest collecting "tolls" from passersby and return later in the scenario (they can "hot bunk" in the barracks for continuity). Furthermore, as noted in the above text, the Dungeon Master can use the Shrine as a stand-alone scenario, or easily expand it into the beginning of lengthy adventures beneath the City. Only you know what awaits your players…

Plot Hooks

Hometown Heroes: A gang of thugs is extorting protection money from merchants in whatever city

the party is using as their base of operations. After word has spread of the party's exploits, a group of concerned citizens approaches them to put a stop to the violence and free the markets from the threat of further disruption.

This Old Tower: Someone connected to the party comes to them with a problem. Recently, a friend and her entire family have gone missing and this person would like the party to find her/them. The person suspects their disappearance has something to do with an old tower near their home.

Any Port in a Storm: While traveling through the wilderness the party discovers a trail that leads to an old, apparently abandoned tower. The tower appears foreboding, but a severe thunderstorm is rapidly approaching and no other shelter is within site. Strong winds and repeated lightning strikes convince the party to enter, if only for the duration of the storm. Unfortunately, the current occupants are not amenable to sharing their living space. (This plot hook assumes the tower has been relocated to a wilderness area and the Axe Gang are forest brigands).

Experience Awards

Opponents

Brigand Leaders: 338 (Hane), 171 (Hrek), 43 (Velda)

Brigands: 10 + 3-5 (depends on hit points) each

Ghouls: 70 + 18, 20 or 22 (depends on hit points) each

Mastiffs: 50 + 24 or 26 (depends on hit points) each

Poisonous Snake: 128

Shrine Priestesses: 494 (Illione), 81 (Iola)

Skeletons: 15 + 4-5 (depends on hit points) each

Zombies: 30 + 8-11 (depends on hit points) each

Magical Items

Broadsword +1: 400

Dagger +1: 75

Continual Light Lamp: 50

Potion of Invisibility: 250

Potion of Healing: 200

Robe of Protection +1: 1000

Mask of Argus: 1500

Money and Miscellaneous Items

Monetary treasure (coins, gems, jewelry, etc.) is worth 1 experience point per gold piece value as long as the treasure is removed from the dungeon to a safe location (e.g., the party's hideout, base camp, etc.). Monetary treasure is often heavy (ten coins weigh one pound), and requires containers such as sacks, backpacks, and chests to transport.

Sword of Minerva

by Ian Slater

The **Sword of Minerva** (aka an "owl sword") is **+1, +2 Against Magic Using Creatures**. In the hands of a thief however, its true power is known. It has two primary functions.

First, the thief has an improved ability to read languages. The thief's RL percentage is doubled, and the ability to speak and write the language is added. This ability can be activated for a maximum of 1 hour per day total, if the wielder attempts to extend the power beyond this there is a 5% cumulative chance per additional turn that they will go permanently insane.

Second, the thief's chance to misunderstand a scroll spell (for a 10th level thief) is reduced to 10% from 25%. It does not, however, allow a lower level thief to read scroll spells.

Sword type (1d6): 1-2 short, 3-4 broad, 5-6 long.

GP value 8,000, XP value 2,000.

Mini-Adventure II: Wengreth's Hoard

by Andrew Hamilton

An adventure for a party of 6th to 7th level characters

The Map

The treasure map is a piece of rolled papyrus which has been rolled up and sealed inside a pottery scroll tube. The tube has been sealed with wax (the entire tube was dripped into molten wax, and is thus entirely sealed against the elements).

The map describes a treasure hoard gathered by the warrior Wengreth the Fearless, bearing the comment "here Wengreth buried those treasures most precious to him".

The map depicts a fairly generic landscape, with a mark at the location where a small creek or stream joins another stream. A note on the map claims that Wengreth's treasure is to be found under the druid's tower that overlooks the confluence of the red water and frog's home.

The druid's tower is actually an oak, that was planted on the point of the ridge located on the upstream side of the confluence of the Red Mud Creek (which drains a peat marsh and has a distinct red tinge) and Frog Creek (famous for the large frogs that local halflings love to eat, and infamous for the giant frogs that love to eat the halflings). The oak was planted directly on top of the backfilled tunnel to both mark the location, and disguise.

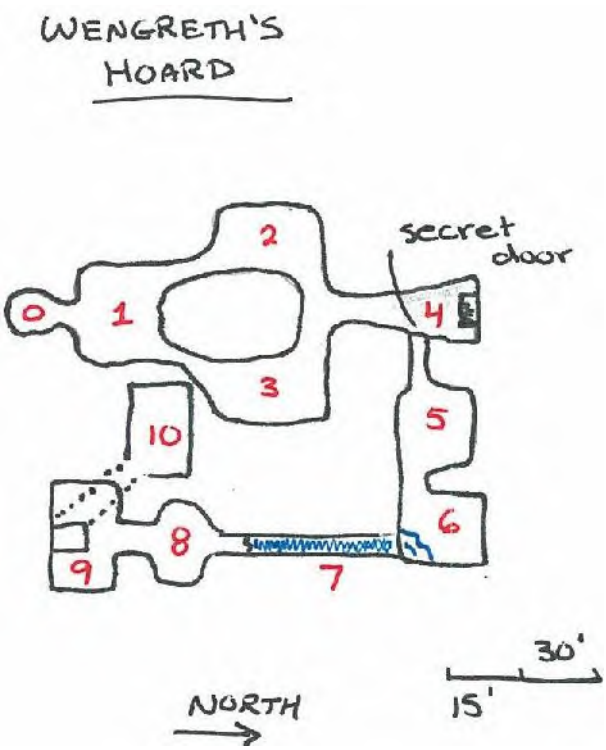
Notes About Wengreth

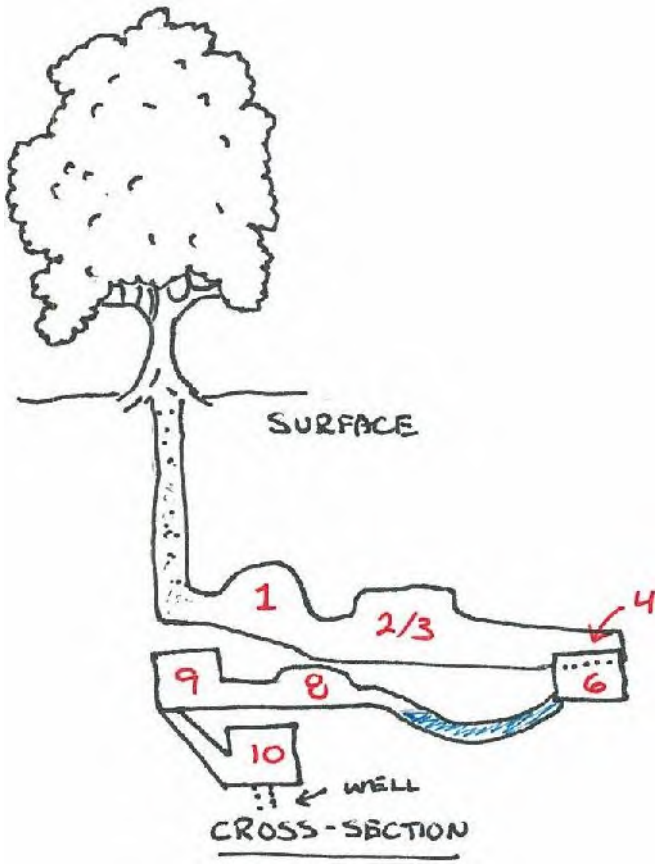
A bard, sage or various divination spells will reveal that Wengreth was a minor warlord and mercenary commander active in this region 120 years ago. He had a reputation for being tough, bloody minded, and willing to loot the villages of his enemies, as well as fight monsters. He ultimately perished on a battlefield when his war band was encircled by a larger force led by Captain Eckhem, a loyal servant of the King.

Several significant battles will be noted, including the final one in which he was killed, and one a year prior to that in which his eldest son, Rehlvis the Horseman, was killed.

#0) Entrance

After the treasure was buried in this location, the entrance shaft was backfilled with loose dirt and gravel, and an oak sapling was dug up and planted over the entrance shaft. That oak is now over 120 years old and has grown to a height of nearly 80', with a canopy spanning 50'. The root network is extensive, and the tree is healthy and strong.





The oak stands out as it is the only tree on the otherwise grassy point; it will also be obvious to anyone with a forestry background (woodsman, druid, elf, etc.) that this oak is not native to the region. Investigation of the ground immediately around the oak will show evidence of a past excavation, there are far more bits of weathered sandstone than anywhere else on the point.

To dig out the entrance shaft, the oak needs to be felled, and the roots dug out, and the entrance shaft excavated. The entrance shaft is loosely packed soil, and descends 50', with a diameter of 4' (over 620 cubic feet). Alternately, a new entrance could be dug adjacent to the oak slanting under the tree.

#1) Snakes

This chamber was dug out of the earth, and the floor has been lined with flagstones (made of sandstone), the roof is about . There are bones piled on the floor here, looking to be mostly ribs. Once anyone proceeds more than half-way into the room, the bones animate and skeletal giant snakes attack the intruders.

Skeletal Giant Snakes (x 3); AC 7; MV 15"; HD 6+2; Hp 39; 36; 1; Atts 2 (bite & constrict); Dmg 1d6/1d6; SA poison, constriction & shredding; SD immune to sleep, charm, hold, mind influencing spells, and cold; 1/2 damage from piercing and slashing weapons; turned as a wraith; AL N; Int Non; XPV 725 + 8xp/hp

The bite inflicts 1d6 hp damage and is poisonous and inflicts a further 1d6 hp damage, although a save vs. Poison reduces damage to 1 hp. On a successful bite the snake wraps the victim and constricts him, causing 1d6 hp/round automatically, and the sharp bones cause bleeding of 1 hp/round until the wounds are bound.

#2) Empty Chamber

This chamber is dug out of the earth, there are several sand seams visible, and water trickles down the walls and drips from the roof, making the floor a muddy mess (the mud is 18" deep). Wooden braces hold the roof up. If the braces (which are rotting) are tampered with, the roof will collapse causing 3d6 hp of damage to everyone in the room, and a save vs. petrification is required. On a failed save the person is engulfed and must be dug out, or they suffocate in 1d4+1 rounds. It takes 6 rounds for a single person to dig out a victim; 2 persons dig out a

victim in 3 rounds, and three person dig out a victim in 2 rounds (the most number of rescuers that can dig out a single person).

#3) Empty Chamber

This chamber is dug out of the earth, and large wooden timbers brace and hold up the roof. The walls are packed clay, and dry; unless efforts are made to collapse the roof (digging, etc.) this room is quite stable.

Thoughts on Treasure Maps

Given that 1 out of 10 magical treasures should be a treasure map of some type, the treasure map has a tendency to be an under-represented component of the game. True, treasure maps can be a lot of work for the DM to deal with. It's also true that treasure maps are a better fit in games that are sand-box type campaigns without some huge over-arching plot line. A treasure map can send a party scurrying off to do some good old-fashioned looting, and take them away from the "plot". That's not to say that a treasure map can't inspire plots of various types.

An obscure enough map may require research to decipher. This can burn up party resources (gold) as they seek out sages, diviners, etc. It's also possible that such activities will draw the attention of thieves, bandits and rival adventurers.

A lot of the treasures that can be randomly generated are huge. When a party buys three of four wagons, a dozen shovels, chain, block and tackle, etc. you know that it's going to draw attention. Plus, wagons move slowly, making it easier for bandits, marauders, etc. to try and seize the treasure (or tax collectors to catch up to the party).

A treasure map can also be a device to move a party to part of the campaign world that you've always wanted them to explore. Been dying to get them into a desert? On a ship? Here's your chance.

Treasure maps don't have to be the classic rolled up parchment map that has been immortalized by many a pirate tale. An adventurer's diary may hint at treasure that he seized, but buried because he couldn't carry it all out. It might reference a failed attempt to get into a sealed tomb, because he lacked the "key". Murals and frescos can also act as maps (and they are harder to "carry along", and easy to miss hidden clues in).

#4) Sealed Portal

This room is not lined with flagstones, and the walls are bare earth (mostly mud), and water trickles down the walls and pools on the floor. A bricked up opening is in the wall opposite the entrance. This is a false door.

The real door has been hidden behind a layer of mud over 1 foot thick.

#5) Empty Chamber

Water drips down the walls in several places, rendering the floor muddy. Three suits of corroded armor lie on the floor in a haphazard fashion.

#6) False Hoard

Water drips down the north wall and is pooling in the south-east corner. The floor and walls are quite muddy.

This room has a several large pottery urns carefully placed along the back wall and a large stone slab (5' long x 3' wide and 1' thick) lying on the floor. Several empty leather bags are on the slab.

Each of 40 urns has 500 copper pieces in it; however each of the copper coins appears to be a gold coin, having been subjected to a **Fool's Gold** spell. The **Fool's Gold** spell effects remain in place for 48+4d12 hours after the coins are taken out of the lair.

Beneath the slab in a hollow is a bag containing 65 gold rings, each set with a finely cut semi-precious stone. Each ring appears to be worth 200-500 GP (1d4+1 * 100). Like the CP, the rings are under the effects of an illusion which will fade at the same time as the Fool's Gold spell on the CP. Note that the slab weighs 1,000 lbs, lifting it will require effort and ingenuity on the part of the party.

#7) The Sump

This first 30' of this narrow tunnel (3' diameter) is flooded, and the last 10' are dry, as the tunnel

curves downward and then up. Anyone exploring this tunnel must either hold their breath or have magical means of breathing underwater. Note that explorers cannot see more than 15' in front of them due to the muddiness of the water and the curve of the tunnel.

#8) The Guardian

A careful observation of this room will have to wait, as an Invisible Stalker has been bound to the location, and it attacks anyone or anything that exits the sump.

Invisible Stalker (1); AC 3; MV 12; HD 8; Hp 39; ATTS 1; Dmg 4 to 16; SA surprise on 1-5; SD invisibility (attack at -2 to hit); MR 30%, AL N; Size L; XPV 1,090 + 10/hp

If the invisible stalker is defeated, investigation will show that the room is empty, and like most of this complex dug out of earth (although the soil is mixed with sandstone here). Unlike previous rooms this one is dry.

#9) The Greatest Treasure

A stone sarcophagus lies here; according to the runes carved into the lid, it holds the greatest treasure of Wengreth, the remains of his eldest son, Rehlvis the Horseman. Unfortunately for treasure hunters, Rehlvis does not rest easily. Should the sarcophagus be opened, the mortal remains of Rehlvis will be found. Then, 1d4 rounds later, while the physical remains lie inert and motionless, Rehlvis' spirit will rise up from the floor (behind the party) and attack.

Ghost (1); AC 9 (7), MV 9"; HD 10; Hp 56; Atts 1; Dmg 10 to 40 years aging; SA aging (by touch & first appearance), magic jar; SD ethereal, immune to sleep, charm & hold; AL CE; Size M; XPV 4,050 + 14/hp.

Rehlvis will try use his magic jar attack to possess a warrior and engage in melee combat. If that attempt fails he will concentrate his attacks on any human clerics, seeking to neutralize the cleric before they can turn him.

Random Treasure Creation

A few random treasure rolls, which resulted in a treasure map being found in a treasure hoard, necessitated the creation of this adventure location. For those of you who care, here is how I did it.

On page 120 in the Dungeon Masters Guide is the section **Treasure (Random Determination)**. On **Table II. Map Table** I rolled 27%, which indicates a map to monetary treasure.

Below that are two more tables for locating the treasure. On the first I rolled 87%, indicating the hoard location is outdoors, 10 to 40 miles distant. I then rolled 6 on 1d8, so the direction of the hoard is south-west (in my campaign).

On the table below it I rolled 67% which indicates the treasure is guarded in a lair. The PC's were an average of 7th level, I rolled 2d10 for the number of rooms in the lair, and then used **Appendix A, Random Dungeon Generation** to determine the contents of the rooms – I did not randomly roll to generate the map of the lair.

Back in **Treasure (Random Determination)** I rolled 18 on **Table II.A Monetary Treasure I**, indicating two more rolls. The first was 10, meaning 3d6 x 1,000 gold pieces (I rolled 10,000 gp). The second was 17, meaning 5d10 pieces of jewelry (I rolled 25).

For the jewelry I could have gone generic, e.g., 25 gold rings, but wanted more detail so I opened up **Appendix I, Dungeon Dressing**. On page 219 is the table **Jewelry and Items Typically Bejeweled**, from which I produced the following:

6 @ 62% = 1d6 x 1,000 gp (silver with gems)

7 @ 81% = 2d4 x 1,000 gp (gold with gems)

4 @ 18% = 2d6 x 100 gp (wrought silver & gold)

6 @ 28% = 3d6 x 100 gp (wrought gold)

2 @ 49% = 5d6 x 100 gp (coral, jade or wrought platinum)

How did I determine what each was made from? Page 26, **Money (Gems and Jewelry)** has a table for valuing jewelry.

If the remains are removed from the sarcophagus, and the bottom of the sarcophagus examined, the floor will be found to be false. If removed, a tunnel will be uncovered. The tunnel descends 15' and then leads to room #10, below.

#10) The Hoard

This room is dug out of sandstone, and is quite dry. There is a sandstone slab in the center of the floor, upon which is a chest. The chest is locked (the lock is quite rusty, and picking the lock is done at a -15% penalty). It has a black residue on the exterior (it was once a contact poison, but time has rendered the poison inert). If the lid is opened, many items wrapped in felt will be found.

The chest contains the jeweler that makes up the hoard. There are 25 pieces of jewelry inside the chest, including:

- a pair of wrought silver & gold goblets (500 gpv each),
- a wrought silver & gold necklace (400 gpv),
- a wrought silver and gold arm band (800 gpv),
- a gold bowl (400 gpv),
- a gold candelabra (900 gpv),
- a gold bracer (700 gpv),
- a gold circlet (1,200 gpv),
- two gold plates (700 gpv each),
- a jade figurine of a cat (1,400 gpv),
- a large ivory drinking horn (1,900 gpv),
- a silver ring with emeralds (3,000 gpv),
- a silver necklace with moonstones (2,000 gpv),
- a silver bracelet with jade (4,000 gpv),
- a silver goblet with jet and agate (4,000 gpv),
- a hunting horn with silver bands and jade figurines (5,000 gpv),
- a silver pendant with citrines (1,000 gpv),
- a gold dagger (ornamental) with a ruby encrusted hilt (6,000 gpv),
- a gold ring with a diamond (4,000 gpv),
- a gold necklace with emerald (5,000 gpv),
- a gold statuette of a dragon, with flakes of sapphire to make it "glitter" (7,000 gpv),
- a gold candle stick with inset mother of pearl (2,000 gpv),
- a golden belt with jet "rivets" (3,000 gpv), and
- a gold circlet with a cluster of sapphires set in front (7,000 gpv).

The total value of the jeweled items is 63,100 GP.

When the contents are removed, a spear trap will be triggered. A dozen (12) spears will drop from the ceiling, these spears are heavy and sharp. Anyone within 10' of the chest will be attacked by a spear which strikes as a 9+ HD creature. Each character should roll a surprise die, those surprised lose the benefit of dexterity and shield bonuses. Each spear inflicts 1d8+2 hp of damage. If the "to hit" roll is a natural 20, that target may be struck by a second spear (roll to hit). A victim will not be struck by more than 2 spears

If the chest is lifted, a second volley of spears will be triggered, identical to the first. A new surprise roll must be made.

A 3' diameter well will be uncovered. Inside the well, water can be seen about 8' down. A few sacks of something can be seen protruding from the water.

Anyone who enters the well and lifts a sack will trigger a trap (a trip wire is attached to the sack). Oil will spray into the well and ignite. The victim will be soaked in oil, and will suffer 3d6 hp of damage on the first round, 2d6 hp on the second round, and 1d6 hp on the 3rd round.

There are a total of four sacks with trip wires, but there is only enough oil for the trap to be effective three times.

There are another 26 sacks under the water (for 30 total sacks). Each sack contains 300 gold coins (9,000 gp total), however the sacks are water-logged and rotten, and there is a 3 in 4 chance that any given sack will rip apart when lifted, spilling the coins into the water.

For Further Reading

Magic items are a staple of magazines devoted to fantasy role-playing games, so just about any will give you a great starting point where you can browse for hours.

Your first stop should probably be the Dragondex, a well-designed index of all things relating to The Dragon during its print run. The main link is at

http://www.aeolia.net/dragondex/

but there's also a page just for magic items at

http://www.aeolia.net/dragondex/magic-items.html

that will direct you to issues with these items.

Dragonsfoot has the eighteen issues of Footprints, its house magazine, and each issue has several magic items in it:

http://www.dragonsfoot.org

You can also find some in the issues of Pegasus Magazine and The Dungeoneer, both of which were published by Judges Guild and are now available for purchase at

http://www.rpgnow.com

As mentioned above, just about any magazine is going to have at least one magic item per issue, so they're all good options.

Since magic is a fixture of most fantasy fiction it's logical to think that some magic items will show up in time as well. There's no way for one person to read all the fantasy books published in a single year, as fantasy works outstrip both science fiction and horror combined, and that's before including media tie-in books and series books like *The Dresden Files* and *D&D*™ books published by *Wizards of the Coast*. But there are a few authors who have created interesting things in this genre.

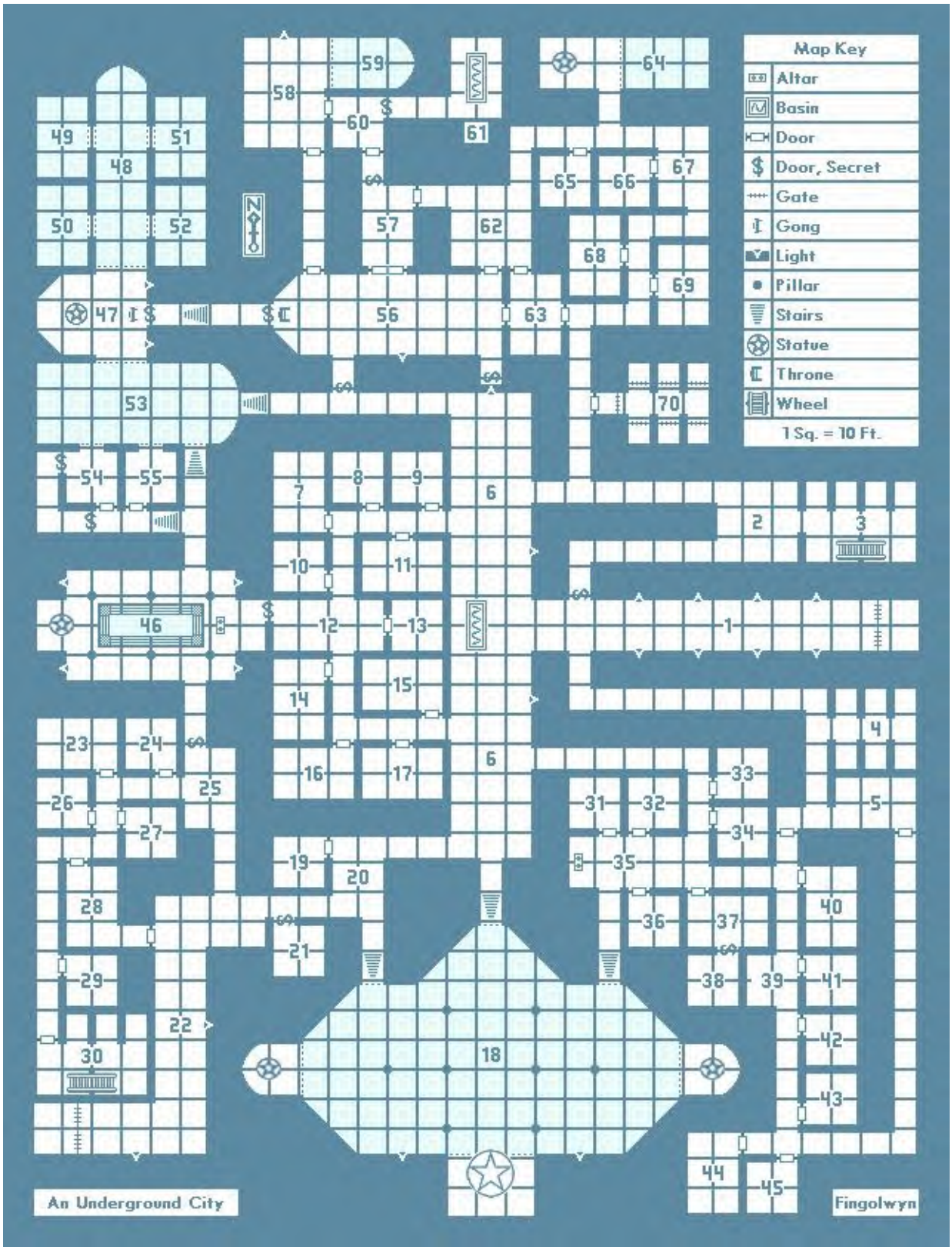
One of them is Lawrence Watt-Evans, who has done three books set in his world of Ethshar about magic items that don't work as expected or where the casting has gone astray. Check out his first book, *The Misenchanted Sword*, for an example of what happens when a sword is made magical under sub-optimum conditions. The *Spell of the Black Dagger* demonstrates what happens when someone uses an enchantment spell outside of normal training, while *Ithanalin's Restoration* shows what happens when an enchantment is interrupted.

J.R.R. Tolkien's well known *Lord of the Rings* of course deals with artifact level magic, as do many others, but for a completely different take on the nature of a magic ring check out Steven R. Donaldson's original dual trilogy in *The Thomas Covenant* series.

These are just a few books to check out, not any attempt at an exhaustive recommendation, as there are far too many fantasy books to put in a column, or for that matter, an issue of **&**.

Map 2

Map by M.W. Poort AKA Fingolwyn



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Para-Elemental Spells

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